TIME MEDDLERS SPECIAL

DWRPG
DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES

The fanzine devoted to Doctor Who Gaming

ISSUE # 21

A LOOK AT "TIME MEDDLERS" THE FIRST DOCTOR WHO RPG FANZINE
THE ALEXANDRIAN SOCIETY - "WHITLOW'S MITHRAEUM" ADVENTURE MODULE
"TIRED OF RUNNING" ADVENTURE MODULE
"DECAYING ORBIT" ADVENTURE MODULE - "CODENAME QUANIK" ADVENTURE MODULE
DWAITS FIRST DOCTOR SOURCEBOOK REVIEW
and MORE...

COMPLETE TIME MEDDLERS FANZINE

EDITOR'S NOTES

It's been a while. Perhaps too long since our last issue. The reality is that some of the historical research we do takes time, and so does creating all of our content. To make up for this long wait, we present to you a monster issue that come in at 382 pages! We too prefer shorter issues and a more regular schedule, but this is sometimes affected by our staff and their real-world responsibilities. Sometimes this means delays, but sometimes it also means better and expanded content. We hope you enjoy our efforts.

Our readers like to get great content, and if so, then this is another great issue for you! Issue #21 is a chance for us to share with you some of the earliest *Doctor Who* related gaming info that was ever produced by fans. Steven Dieter is known for his role-playing related column "The Celestial Gamesroom" in the Canadian Doctor Who Information Network (DWIN) publication *Enlightenment*, which he helmed during the 1980s. But he should be better known as one of the co-founders of *Time Meddlers*, the first *Doctor Who* role-playing related fanzine produced. With the generous assistance of Steven, who helped distribute and edit the *Time Meddler*'s fanzine, this issue features a look at how that original fanzine was devised, created, and distributed. With his generous approval, and efforts in scanning to making them available, we are also proud to present to you the reprints of the run of *Time Meddlers.* Additional assistance in helping track down information on the fanzine goes to Brett Easterbrook whose own historical research helped us in our effort. A special big thank you to Steven Dieter who has worked so hard to keep the legacy of the fanzine he and his team produced in the 1980s. We hope you enjoy this great historical time capsule of *Doctor Who* gaming history! We will keep working on contacting other members of the *Time Meddlers* team who we would also love to interview and get more historical perspectives from.

But this issue is not limited to only that classic gaming fanzine. We still give you reviews, event reports, adventure modules and a ton of other great materials that we hope are of value to our anxious readers. We have a number of new contributors who have presented us with some amazingly solid content and we hope to see more from the likes of Justin Miller, Tim Hartin, Jay Libby and Brian Swift. Their additions are top notch and we look forward to future contributions from them!

We are always looking for people to contribute to our fanzine, whether it is an adventure module, GM tips column, event report, or review. We welcome your content to help us put together a great 'zine.

Happy travels in the TARDIS,

-Nick "Zepo" Seidler [Editor, DDWRPG]

LIKE us on facebook to get updates on our fanzine:

www.facebook.com/ddwrpg

Download our fanzine online at:

http://homepages.bw.edu/~jcurtis/modules.htm

THANKS TO CONTRIBUTORS Steven Dieter, Lance Ducker, Brett Easterbrook, Kash Engineer, Mason Eperly, Eric Fettig, Jeff Johnson, Dennis Kytasaari, John Lavalie, Jay Libby, Jeff Miller, Jeremy Miller, Pete Murphy, Zach Page, Mark Anthony Quested, Neil Riebe, Amy Savela, Chris Shaw, Bridget Sharon, Siskoid, and Brian Swift.

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DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES - A DOCTOR WHO FANZINE is published by the Earthbound TimeLords © 2014. Issue #21 published 21 January 2014. The fanzine is published for the purpose of review and enhancement of the Doctor Who television program and its related Doctor Who role-playing games and is FREE. 'Doctor Who' and related photos are copyright to the BBC, and no infringement of their (or anyone else's) copyrights is intended. Articles are copyright of their respective authors. Support the BBC and the program. Contact the Earthbound TimeLords at seidler@msoe.edu . Print Run is Electronic.

This issue of the fanzine is dedicated to Steven Dieter, who has made our efforts in providing you these historical documents a reality. Steven's early efforts in Doctor Who RPGs and gaming have served fans and gamers for over two decades. His continued efforts in giving us all a chance to see the rare Time Meddler's 'zines deserve recognition.

BBC
DOCTOR WHO
ADVENTURES IN TIME AND SPACE
DOCTOR
THE FIRST DOCTOR SOURCEBOOK

REVIEW: THE FIRST DOCTOR SOURCEBOOK SUPPLEMENT

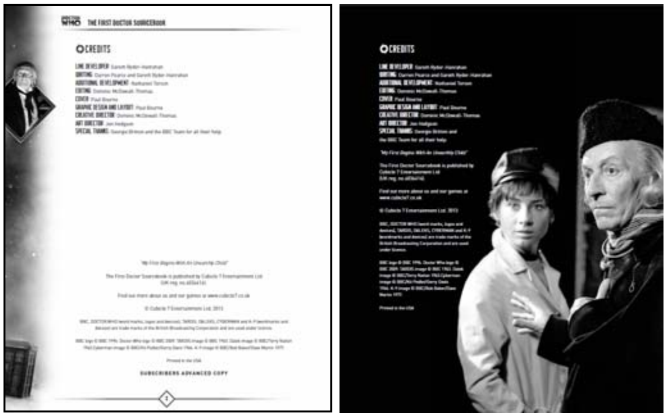
▮▮▮▮ of ▮▮▮▮▮

DOCTOR WHO-AiTS RPG SUPPLEMENT
CUBICLE 7 (2013) - PRODUCT #CB71105
ISBN 978-1-907204-97-5
MSRP £23.99 /$34.99

The first of the various official Doctor Sourcebooks from Cubicle 7 has been released. This is planned as the first in a series of 11 (perhaps 12 now?) sourcebooks each focusing on the tenure of one of the Doctors. With the branding of the 50th Anniversary year prominent on the cover (the Pertwee/McGann logo with the Hartnell howl-around affect in it, and the BBC's "wedge" tag on the bottom), we are greeted with *The First Doctor Sourcebook*. Some believe that the cover itself has an Easter Egg on it as William Hartnell is featured as the Doctor on the main artwork, but some people have said that the BBC have used a photo of Richard Hurndall (who portrayed the first incarnation in "The Five Doctors") on the spine and the bottom wedge photo. As it turns out, it is not Hurndall but an older William Hartnell from "The Three Doctors" photo shoot. What an opportunity missed. So what wonders are underneath the high quality hardcover?

Other than the covers, the rest of the sourcebook is in black and white. This of course serves two purposes. One it sets the tone for offering placing the sourcebook in the retro-styled setting of 1960's television. Secondly, and much more practically, this allowed the use of screen captures from episodes to be used to show the characters, equipment, and other detailed items that appeared on screen. The results of this decision are brilliant, and make the sourcebook a well illustrated, yet stylistic achievement. As a side note, subscribers who pre-ordered the full set of sourcebooks ahead of time received an electronic PDF file of the sourcebook before the print or electronic versions of the sourcebook were available. The only difference between this early version and the following ones is that the second page of the release features different artwork, layout, and the wording "Subscriber's Advanced Copy". Page two of the subscriber page copies were quite different but no other changes between versions were notable in the rest of the content. This subtle change was the sort of special incentive that subscribers deserve. Add to this the fact that subscribers were given a link to the final PDF version as well, and it shows that Cubicle 7 are treating their most devoted fans properly. By providing them both advance and unique access to their products and also giving them access to the general release version that might have a few subtle changes, they are doing it right. That is the sort of good will that wins them a solid following.

The supplement itself begins with a chapter that gives context to the first Doctor's era of the series. It gives an overview of how to use the book, it introduces the basic themes of that era, as well as a new trait and gadget or two, as well as stats for the First Doctor's TARDIS. Also included is a page of wholly original adventure seeds. In the chapters that follow, each story of the First Doctor is followed in order of broadcast. Each story features a section called "Synopsys" that gives a broad rundown of the story. The section called "Running the Adventure" gives Game Masters advice on how to create a similar adventure to each story and how the story's themes can be used in an original adventure. A section called "Characters, Monsters & Gadgets" gives stats for specific characters, monsters and villains, and also covers gadget stats and special equipment that appeared in each story. Lastly, a section called "Further Adventures" gives a few adventure seeds for sequels to the on-screen adventures that the Doctor experienced. Each First Doctor televised story gets the full treatment and overview in this manner, which means that almost no detail gets overlooked. There is a final section of the book devoted to character sheets for the primary companions as well as



(Left) PAGE 2 OF THE SUBSCRIBERS ADVANCED COPY PDF
(Right) PAGE 2 OF THE STANDARD EDITION PDF

the First Doctor and a blank version in the style of sheet presented for this era.

Overall, *The First Doctor Sourcebook* is exactly the sort of reference book that Game Masters can benefit from. Almost every important character and special piece of equipment introduced during the William Hartnell era of the show is covered in the book. For some, getting this information in episode order might be a bit daunting, but many Whovian gamers are familiar with story order so we had no problem with this approach. However, it does not always make finding information as easy as one might wish. There are an abundance of new traits and gadgets throughout the book allowing GMs to add many new elements to a game. The actual look and feel of the book is a work of beauty. Crisp pages, clear photos, and the high quality product that gamers have come to expect from C7 are all put together here in a great package. Some of our staff wish that the format might have grouped gadgets and traits away from individual stories, and that preference shifts the offering away from a perfect score. At the end of the day, this supplement gives stats, information, and equipment that will enhance any *Doctor Who* RPG.

4 out of 5 TARDISes.

DOCTOR WHO THE FIRST DOCTOR SOURCEBOOK

CHAPTER FIVE: THE RESCUE

BENNETT

AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	4

The manipulative Bennett was a desperate criminal. He murdered one of the crew on the Earth transport, and may have been responsible for the crash (it's certainly convenient that the crash happened just before the crew could send a message about Bennett's guilt). He was an adept engineer, able to build a secret entrance to the Dido temple and to create an improvised explosive to murder the other survivors. How deep did his villainy go? Was he keeping Vicki alive only to testify on his behalf, or did he balk at the idea of murdering a teenage girl? What was he planning to do on Astra?

SKILLS
Athletics 2, Convince 3 (Intimidate 5, Lying 5), Craft 2, Fighting 3, Knowledge 1, Marksman 2, Technology 3, Transport 3

TRAITS
Tough (Minor Good): Reduces all damage suffered by 2.
Resourceful Pockets (Minor Good): Always has what he needs to hand.
Dark Secret (Major Bad): Bennett's a wanted criminal.

TECH LEVEL: 6

STORY POINTS: 3

DIDO CRAFTING STAFF (MINOR GADGET)

The Doctor identified this gadget as a Dido construction tool, although Bennett used it as a weapon when masquerading as Koquillion. When activated, the staff can trigger rockfalls or blast through walls. It uses the Marksman skill but has a very limited range. The staff's size and weight gives it a -2 penalty to attack rolls, and it inflicts 3/4/L damage.

Traits: Delete, Weld, Restriction (limited uses), Bulky
Cost: 1 Story Point

FURTHER ADVENTURES

- **First Contact:** The Doctor visited Dido before – and wherever the Doctor goes, trouble follows. Actually, usually, trouble's there in advance, but that's time travel for you. What happened the last time he was here with Susan?
- **Murder on the Astra Express:** Bennett's murder on board the ship could be the starting point for a scenario. An interstellar spaceship makes for a great venue for a locked-room murder. Maybe the Dido people save the characters from Bennett's bomb, and give them strange powers to avenge the dead on the murderer.
- **The Rescue Ship:** What happens to that rescue ship? Do they wander through space for months, searching for the lost transport? What other dangerous missions do they go on? An interstellar space rescue crew could make for a great campaign setup!

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EXAMPLE OF A STANDARD PAGE

REVIEW: THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK SUPPLEMENT

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DOCTOR WHO-AiTS RPG SUPPLEMENT
FAN MADE SUPPLEMENT
FREE at **www.siskoid.com/websites/siskoid.com/ExpandedWho/**

based on characters owned by the BBC
Using the game system created by the fine folks at
DOCTOR WHO
UNAUTHORIZED ADVENTURES IN TIME AND SPACE
1ST DOCTOR 1963 - 1966
EXPANDED UNIVERSE SOURCEBOOK

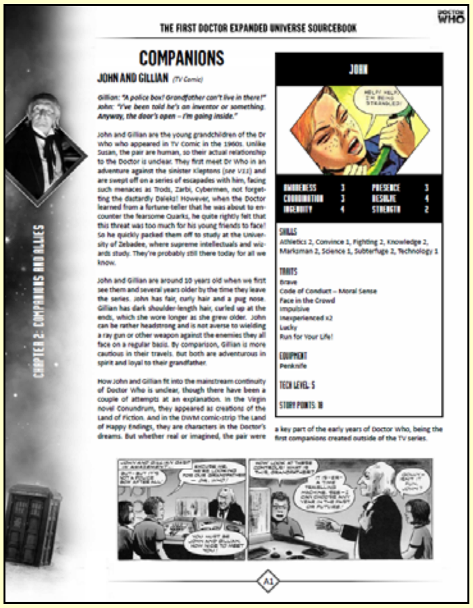
The fans on the DWAiTS proboards forum have worked together to create a supplement of their own to complement the official release of *The First Doctor Sourcebook*. In a project organized online, the fans have worked to create a supplemental sourcebook that takes into account the First Doctor's extra-canonical adventures — that is adventures that are covered in comic books, novelizations, and other non-TV sources. It is meant as an unofficial addendum to the official sourcebook's release and is available free as a labor of love from the fans that worked on it.

The look of the layout mirrors the style, font, and tone of the official Cubicle 7 release almost exactly. With a layout that was done by Siskoid, the final PDF (which can be downloaded in either a high resolution or low resolution versions) looks beautiful and true to the original source supplement. It is illustrated by scans from comic strips, book covers, and other materials that are directly covered in the sourcebook itself.

The sourcebook does not follow the format of the original The First Doctor Sourcebook in that it does not cover story by story. This would be very difficult because First Doctor adventures continue to be added to continually. Instead sections on Allies, Monsters & Villains, Gadgets, and even some adventure seed are included. The overall quality of the write-ups is fairly strong with a large amount of material covered. The sourcebook accomplished its goal of supplementing the original with flying colors.

DOWNLOAD THE FREE SUPPLEMENT IN HIGH OR LOW RESOLUTION AT:
www.siskoid.com/websites/siskoid.com/ExpandedWho/

4 out of 5 TARDISes.



DOCTOR WHO

THE FIRST DOCTOR EXPANDED UNIVERSE SOURCEBOOK

CHAPTER 2: COMPANIONS AND ALLIES

COMPANIONS

JOHN AND GILLIAN *(TV Comic)*

Gillian: "A police box! Grandfather can't live in there!"
John: "I've been told he's an inventor or something. Anyway, the door's open – I'm going inside."

John and Gillian are the young grandchildren of the Dr Who who appeared in TV Comic in the 1960s. Unlike Susan, the pair are human, so their actual relationship to the Doctor is unclear. They first meet Dr Who in an adventure against the sinister Kleptons (*see VII*) and are swept off on a series of escapades with him, facing such menaces as Trods, Zarbi, Cybermen, not forgetting the dastardly Daleks! However, when the Doctor learned from a fortune-teller that he was about to encounter the fearsome Quarks, he quite rightly felt that this threat was too much for his young friends to face! So he quickly packed them off to study at the University of Zebadee, where supreme intellectuals and wizards study. They're probably still there today for all we know.

John and Gillian are around 10 years old when we first see them and several years older by the time they leave the series. John has fair, curly hair and a pug nose. Gillian has dark shoulder-length hair, curled up at the ends, which she wore longer as she grew older. John can be rather headstrong and is not averse to wielding a ray gun or other weapon against the enemies they all face on a regular basis. By comparison, Gillian is more cautious in their travels. But both are adventurous in spirit and loyal to their grandfather.

How John and Gillian fit into the mainstream continuity of Doctor Who is unclear, though there have been a couple of attempts at an explanation. In the Virgin novel Conundrum, they appeared as creations of the Land of Fiction. And in the DWM comic-strip The Land of Happy Endings, they are characters in the Doctor's dreams. But whether real or imagined, the pair were a key part of the early years of Doctor Who, being the first companions created outside of the TV series.

JOHN

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS
Athletics 2, Convince 1, Fighting 2, Knowledge 2, Marksman 2, Science 1, Subterfuge 2, Technology 1

TRAITS
Brave
Code of Conduct – Moral Sense
Face in the Crowd
Impulsive
Inexperienced x2
Lucky
Run for Your Life!

EQUIPMENT
Penknife

TECH LEVEL: 5

STORY POINTS: 18

A1

EXAMPLE OF STANDARD PAGE

REVIEW: THE SECOND DOCTOR SOURCEBOOK SUPPLEMENT

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DOCTOR WHO-AiTS RPG SUPPLEMENT
CUBICLE 7 (2013) - PRODUCT #CB71107
ISBN 978-1-907204-98-2
MSRP £23.99 /$34.99

The second of the various official Doctor Sourcebooks from Cubicle 7 was the expected "The Second Doctor Sourcebook" which was in many ways similar to its predecessor in that the cover design was similar and the interior would once again be black and white to echo the TV series' look (and to assist in providing photos and images that needed to be sourced from the series itself). Is it up to the same standard of the first sourcebook?

The first thing readers of *The First Doctor Sourcebook* will notice is that this second book is not organized in the same style. This might throw some Game Masters and players off as it will make searching for information a bit harder when trying to use the sourcebooks as a general reference work. In some ways this is a grand opportunity missed on behalf of the line, as it seems it should have been easy to set a style of the sourcebooks and ensure that they all provide information in the same manner. On the flip side, it is clear that Cubicle 7 gave the green light once they assigned writers to their Doctors Sourcebook project so that the work could begin work right away. It ends up being a trade off between the style and getting the book in a timely manner.

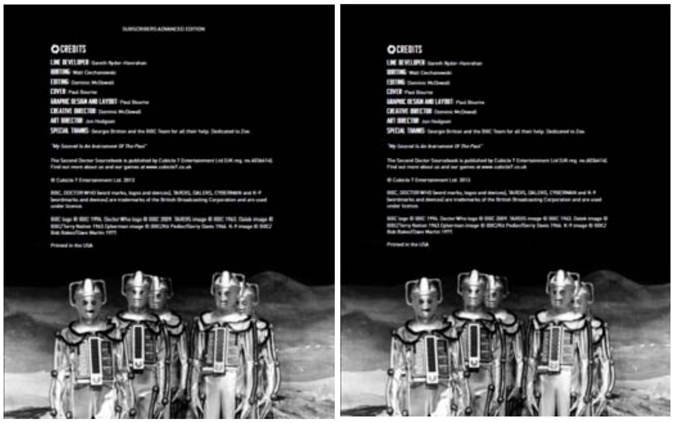
With all that said, the sourcebook presents the Troughton era with an overview of the feel of the era and its importance. This opening section gives the character sheets for the Troughton Doctor and his companions (rather than at the end of the book as is the case with the first sourcebook). It is a bit disappointing that these sheets are not full or half page as they were in the first offering. One improvement over the previous edition is that the second section of the book compiles all the new characters, traits, gadgets and monsters into their own easy to find sections. Another section that was quite welcome is a look at the types of adventures that the Second Doctor had as well as Game Master tips on how to give adventures the right feel for the Troughton era Doctor.

EXAMPLE BOOK PAGE

As with the Hartnell version, *The Second Doctor Sourcebook* then takes a story by story look at the on-screen adventures, giving stats for important characters and a synopsis. It is still odd to see the suggestion of running a story as an original adventure (we already know how those adventures turn out and most fans are going to know what to do), but at lest this is consistent from the first offering. We really liked the addition of the "continuity entries" that give important information about the setting of the story so that it can be expanded upon in one's own adventures. The highlight still seems to be the ideas presented for "Further Adventures" or sequels that relate to the adventure at hand. These are always a good read for some module ideas.

One unfortunate element here is that of timing. Not long after the release of this supplement, not one but two second Doctor stories previously missing from the *Doctor Who* archives ("The Enemy of the World" and "The Web of Fear") were announced as having been found and were released on video having been missing for 45 years. Their entries are still solid, but a viewing of the actual story might have given a few more gadgets and expanded characterizations. This offering continues the high standard that the Doctor Sourcebook line has so far lived up to. This is another recommended purchase.

4 out of 5 TARDISes.



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BBC
DOCTOR WHO
ADVENTURES IN TIME AND SPACE
BBC
CAT'S EYE

REVIEW: CAT'S EYE ADVENTURE MODULE

■■■■ of ■■■■■

DOCTOR WHO-AiTS RPG ADVENTURE
CUBICLE 7 (2013) - NO LISTED PRODUCT NUMBER
NO LISTED ISBN NUMBER
MSRP £2.00 /$2.99
DOWNLOAD ADVENTURE MODULE

The first of the stand alone adventure modules for the Cubicle 7 *Doctor Who-Adventures in Time and Space* RPG, was released on-line at at DriveThru RPG (rpg.drivethrustuff.com) on 13 December 2013. Three adventures were released at the same time, and all are reviewed here in this issue. The downloads were also directly provided to Cubicle 7 *Doctor Who* subscribers who were rewarded for their patience in waiting for various delayed *Doctor Who* RPG items. The subscribers received a link to download a 3-pack of the adventures entitled “Short Adventure PDFs for Subscribers”. The first of these adventure modules was titled *Cat’s Eye* by Nick Huggins. The adventure was a refined version of the same adventure module that our DDWRPG staff members game mastered and play tested for Cubicle 7 at GenCon 2011 (where the module was listed in the GenCon events booklet at “That Old Box”).

The module itself in an excellent “bottle” adventure where the action takes place in a single location. In this case, the players find themselves in current day in an old dilapidated and hotel called the Majestic that has been sitting empty since the 1980s. The hotel has become home to a feral cat colony as well as a number of homeless people and vagrants who have converted the decaying building into something of a community home. But there seems to be an other-worldly influence at the hotel, and some of the inhabitants are beginning to get sick or slowly fade into a trance….

The adventure is filled with interesting NPCs who add a good bit of life to the atmosphere. These NPCs are well rounded enough to have good backgrounds and motivations, without saddling a GM with no room to make them their own. The setting of a run-down hotel turned flop-house is unique and not one often seen in modern adventures. This helps to create an eerie environment for the game, that is both believable and intriguing. A day filled with pouring rain and strange feral cats and you have all of the parts that are needed for a good mystery.

One of the drawbacks of the published adventure versus the original draft (which we had a chance to see due to running the adventure at GenCon) was that the draft specifically identified the scenes to be played during the adventure. The section titled “Arrival” was originally called “Scene One - Arrival”. This made the scenes easier to follow for the Game Mater running the adventure. The inclusion of a general map for the game is a welcome addition, though American players might get confused that the maps includes a ground floor and a first floor (reminder that in Europe the “first floor” is what Americans call the “second floor”).

CAT'S EYE
THE MAJESTIC HOTEL MAP
The Majestic Hotel
1. Reception
2. The Courtyard
3. The Restaurant
4. The Kitchen
5. The Pool Area
6. The Excursion Room
1
2
3
4
5
6
Ground Floor
First Floor

MAPS FOR THE MODULE

Cat’s Eye is an enjoyable adventure module that puts the players into the role of investigators, using their power of observation, as well as their social skills to gain the information to put the puzzle together. Some of the clues might be seen as looking for a needle in a haystack (such as find a certain object, in a biscuit tin, under a bed, in a room of a big hotel). However, the strength of the Story Point system in DWAiTS is the great equalizer in a situation such as this, and a few story points will get them right back on track. Cat’s Eye is an adventure worth every cent of its inexpensive price .

The adventure can be bought at the following link:
http://rpg.drivethrustuff.com/product/123729/Doctor-WhoAdventures-in-Time-and-Space---Cats-Eye

4 out of 5 TARDISes.

BBC
DOCTOR WHO
ADVENTURES IN TIME AND SPACE BBC
MEDICINE MAN

REVIEW: MEDICINE MAN ADVENTURE MODULE

▮▮▮½ of ▮▮▮▮▮

DOCTOR WHO-AiTS RPG ADVENTURE
CUBICLE 7 (2013) - NO LISTED PRODUCT NUMBER
NO LISTED ISBN NUMBER
MSRP £2.00 /$2.99
DOWNLOAD ADVENTURE MODULE

The second of the official *Doctor Who* adventure modules released by Cubicle 7 is *Medicine Man* which is written by Walt Ciechanowski. A look at the cover of the adventure quickly reveals that the adventure features the Silurians. A look inside unveils an adventure that takes place in the American Wild West featuring cowboys, Indians, an abandoned mine, and a gold rush town waiting to be explored. It is a fast moving story that should be completed in one night of game play.

This module is presented with various scenes and locations that can be explored in almost any order. While there is a general timeline of events that does occur, the adventure is more open to indirect and non-linear exploration than other adventures that have appeared for the DWAiTS game (in the various box sets and so on). This lets the narrative of the adventure be more flexible, and allows a more free-form exploration than may be different from group to group.

The adventure itself is an American Western. Players find themselves in 1877 Colorado during a mining boom. Various interesting characters inhabit the town that the characters have a chance to explore. It seems that there was a gold rush in the area, but now it is said there is a monster in the nearby mine. Add to this a tribe of nearby Comanche Indians who are getting ill and the players start to add up the pieces of the puzzle. It should not be a surprise, by the cover of the adventure, that Silurians are involved. The players need to find out what is going on, and will discover that there is more than one dangerous complication that they need to resolve in order to save the people of Earth (either the current or former owners depending on how things play out).

One of the strengths of this module is that how minority groups (black miners, American Indians, and saloon girls) would have been treated seems fairly accurate. The groups are presented fairly with reasonable and realistic motivations while still dealing with a society willing to treat them differently at that time in history. Hats off to the author for this effort in presenting a diverse and realistic setting when most would take an easier path.

It is clear that Ciechanowski must be an American writer as distances in the book are all in Imperial measurements (still used rather than metric in the United States). However, this should not be a distraction for players more familiar with modern metric measurements. After all, the Imperial measurements (miles, feet, etc.) would have been the ones used in the setting (even though the United States officially sanctioned metric measurement use in 1866, the reality is that no one would have used it).

This measurement comes into play in one of the odder potential sequences in the adventure. Players might try to climb down into the Earth towards the Silurian command center (there is an incentive at this point to stealthily do so). This would require players to make a roll every ten feet on their 2,640 foot climb. That would be 264 rolls at the table to try to complete this action! While this might be mechanically correct, this would be a place where the writer might have wanted to suggest a roll at least only every 100 feet to make this method a bit easier on the players. Small things like this distract from the smooth flow of the game. A quick GM may adjust, but newer GMs might struggle to adapt in a timely manner.

The adventure has a good mix of historical and science fiction elements and puts together a fun adventure for the players to tackle. Better than an average module.

The adventure can be bought at the following link:
http://rpg.drivethrustuff.com/product/123730/Doctor-WhoAdventures-in-Time-and-Space---Medicine-Man
3½ out of 5 TARDISes.

INSIDE THE MODULE

REVIEW: THE RAVENS OF DESPAIR SUPPLEMENT

BBC
DOCTOR WHO
ADVENTURES IN TIME AND SPACE BBC
THE RAVENS OF DESPAIR

▮▮½ of ▮▮▮▮▮

DOCTOR WHO-AiTS RPG SUPPLEMENT
CUBICLE 7 (2013) - NO LISTED PRODUCT NUMBER
NO LISTED ISBN NUMBER
MSRP £2.00 /$2.99
DOWNLOAD ADVENTURE MODULE

The third of the newly released PDFs is entitled *The Ravens of Despair* and is written by Steve Darlington. Though part of the "Short Adventure PDFs for Subscribers" release, this offering is not so much a stand alone adventure as it is an introduction to a new race that can be used in the game. Drive Thru RPG better describes this offering as a "supplement" rather than an adventure. Inside, we are introduced to the stat-sucking race known as "The Ravens of Despair".

Taking on a new direction in their releases, Cubicle 7 have presented to us their first original monster supplement for the game. This is an excellent direction to go, and the possibilities of new monsters and villains for this game are endless and welcome. This release is sort of a single entry A*D&D Monster Manual* release, giving an overview of a new threat, along with their background, details, and a number of suggested adventure seeds.

The Ravens of Despair as a race are interesting in their own right. We are introduced to a race of energy-beings that feed on the sorrow of other creatures. The Ravens of Despair slowly drain the Resolve of their victims through various means. One of the more interesting yet inconsistent effects of the Ravens is that they succeed in affecting a victim in a certain range of actions with their Despair Aura. The Ravens' drain a point of Resolve from a character when a character succeeds or fails in a task but only in the range of "Yes, but…" and "No, but…" results. This is interesting, but it also means that if a character abysmally fails a roll when the villains use this sort of attack that it does not affect them in any way. This does not make sense with the game mechanic. To avoid the draining affect of the Ravens of Despair, one simply could fall into a deep depression after a failure (with a "No" or a "No AND bad things happen result) and one would be safe from their effects. It would be much more logical that the affect would be greater for someone actually feeling greater despair.

A few other inconsistencies crop up, such as the fact that the Ravens are near formless energy beings, yet they weave "cloth" shells for themselves and have a tiny organic brain-like organ suspended inside their neural matrix. In some ways it seems as if the best of both worlds is wanted — an invisible, formless, energy threat, but still with a shape and form, and even social structure. The seeming lack of consistency creates a less interesting threat. Also in the write-up, a suggested tie in to the televised episode "The Mind of Evil" seems forced, as it is suggests that the race that created the Ravens of Despair (known as the Alturons) may have also engineered the mind parasite creature housed inside the Keller Machine. This sort of shoe-horning of original RPG ideas into existing *Doctor Who* lore is what drew so much fan criticism of the FASA version of the game in the 1980s. The possible connection simply seems a bit out of place in this write-up, but in all fairness if one wanted to connect the two one could. There are only five adventure seeds and not a single full adventure presented. The three stand alone seeds, and two connected (story-arching) seeds seem incomplete. None of the seeds present a definitive way in which the Ravens of Despair are defeated. At least one full example could help.

INSIDE THE ADVENTURE

There are still enough good ideas to make this worth a purchase, but this offering tries too much to be too many things, rather than just present one very useful monster.

The supplement can be bought at the following link: **http://rpg.drivethrustuff.com/product/123731/Doctor-WhoAdventures-in-Time-and-Space---The-Ravens-of-Despair**

2½ out of 5 TARDISes.

DOCTOR WHO UPDATES FROM CUBICLE 7

Our fanzine had a chance to catch up to the Cubicle 7 team this year at GenCon in late August. This gave us a chance to learn more about the state of the *Doctor Who-Adventures in Time and Space* role-playing game.

Perhaps the biggest news is that the game recently won, not one but two, Ennie Awards at the game fair. The *Doctor Who* game was recognized with a Gold (1st Place award) in the **Best Family Game** category for the *Doctor Who: Adventures in Time & Space-11th Doctor Edition*! Dominic McDowall, Cubicle 7's CEO, remarked "We're most excited about this. If there was one category that we hoped to win it was Best Family Game." The game also fared well by being the Silver (2nd Place) Ennie award winner in the category of **Best Supplement** for the *Doctor Who-AiTS* supplement *The Time Traveller's Guide*. Congratulations to everyone involved, and to all the staff who were recognized for their efforts.

Given a chance to talk to interview staff members Dominic McDowell, Andre Peregrine, and Walt Ciechanowski about the *Doctor Who-AiTS* RPG, here are some of the news highlights worth sharing:

Cubicle 7 have released a new game called *Rocket Age*, which uses the Vortex game system (the same system used in *Doctor Who-AiTS*). The game was launched at GenCon and is now available to order. As with the *Primeval* RPG, the game can be a stand alone game, but can also be used as an unofficial supplement to *Doctor Who-AiTS*. *Rocket Age* includes new spaceship rules that can be used within the *Doctor Who* game, and has a pulp sci-fi setting.

We were given updates as to the status of the upcoming Doctor Sourcebooks. Apparently the Second Doctor Sourcebook has been printed and will soon be delivered to those who have ordered it. The Third Doctor Sourcebook has now gone to proof, while the Fourth Doctor Sourcebook has been sent forward for layout. All of the supplements through the Sixth Doctor Sourcebook have now been written, with Andrew Peregrine having finished the Seventh Doctor Sourcebook's text right before GenCon. Writing is being done on the Eighth, Ninth, Tenth, and Eleventh Doctor Sourcebooks. The Third Doctor Sourcebook itself is now near PDF release and should be available soon.

What is next on the docket for the *Doctor Who* line? Dominic McDowall explained, "Our priority is the sourcebooks." After getting the full set of sourcebooks released, Cubicle 7 plans for them to be followed by the long awaited adventure modules in PDF format. There are a number of other supplements that are being lined up for consideration. A supplement called *The Gamemaster's Companion* is being worked on and may even be released this year, which expands rules and information for GMs. Dom informed us that there are 12 more products under consideration for the *Doctor Who* line. One is a product called *The Five Hundred Year Diary*, also being considered are campaign sourcebooks putting together adventures into a fully usable story arch.

With the announcement that Matt Smith is leaving the series and being replaced by Peter Capaldi in this year's Christmas special, the question comes up on whether the *Doctor Who-AiTS* game will need to once again be rebranded slowing releases. Cubicle 7 have already been in touch with the BBC's branding department and are expected to stay on track. They will be allowed to sell through the 11th Doctor Edition Box Sets. When rebranded, the game will be released as a hardcover rulebook (featuring the 12th Doctor), and C7 plans to release an introductory box set for new players interested in getting into the game. The future looks bright for the *Doctor Who* line!

DOM CELEBRATES DOCTOR WHO RPG ENNIES RECOGNITION

C7 WRITER WALT CIECHANOWSKI WITH PETER DAVISON AT GENCON

WRITER ANDREW PEREGRINE WITH DDWRPG EDITOR NICK

INTERVIEW: STEVEN E. DIETER, TIME MEDDLERS FANZINE CO-FOUNDER

Steven E. Dieter was involved with *Doctor Who* RPG gaming from the earliest days when FASA first announced their original game. As a member of the Doctor Who Information Network (DWIN) fan club in Canada, Steven did some of the earliest reporting on the release of the game. The DWIN fanzine *Enlightenment*, Issue #9 (Jul/Aug 1985) carried an article by him reviewing the content of the newly released RPG. With issue #13 *Enlightenment* carried a bi-monthly column written by Steven which would cover the game and its related releases in each issue for the next two years. Even after FASA brought the line to an end, his columns continued in *Enlightenment* into 1989 in support of the role-playing game.

But Steven's involvement in supporting *Doctor Who* role-playing games went beyond this. In 1986, he became one of the co-founders and the primary distributor of the first known fanzine to exclusively support *Doctor Who* role-playing. This fanzine was called *Time Meddlers* and featured usable content for those fans interested in enlarging their *Doctor Who* gaming experience. The various issues featured expanded rules, new adventure modules, reviews, news reports, and information useful to add to a campaign. In many ways *Time Meddlers* was the grandfather of our very own fanzine. *Time Meddlers* ran for six issues with Steven's involvement. The *Time Meddlers* fanzine remains the earliest known support material for *Doctor Who* role-playing games outside of the official line itself.

In order to put some context to the early days of gaming, and to understand the origin and creation of this important part of *Doctor Who* RPG history, we present to you an interview with Steven Dieter.

DDWRPG: Steven, thank you for your time. We've been wanting to do this interview for a long time and are happy to catch up with you. Can you tell us how you first got involved with role-playing games in general?

STEVEN E. DIETER: Thank you very much for the opportunity, Nick.

Back in 1981, give or take, I recall my Grade 6 teacher purchasing the Basic *Dungeons & Dragons* box set for our class. We were a creative bunch, gifted so the school board said. As an outlet for our imaginations and creativity she bought the box set for the class.

Now, some of my classmates – we were 11, 12 at the time – went full tilt into the *AD&D* world – modules, supplement books, figurines, and so on. I enjoyed *D&D* but never fell that hard for it. I had interest in the board games of Avalon Hill at the time, although they were difficult to obtain. (I lived in Owen Sound, Ontario, a city of 18,500 people which was two hours from several major metropolises.)

So, why wasn't I into *D&D*? Part of it, unfortunately, was that I was never really invited to the weekend game fests that people held at their homes. Now, to be fair, I was invited to a couple, but never went. My parents never quite got the weekend-long gaming sessions – so I lost out.

That was painfully apparent in the fall of 1985, my Grade 10 year of high school. We had a teacher's strike, and for the weeks we were out of school, sessions took place at the local library throughout the week. Once again, opportunity lost.

DDWRPG: The FASA's Star Trek and Doctor Who RPGs were the first games you learned about. How did you transition from board games to RPGs?

SED: I regret as a teen never really having the board game experience. Sure, I played the Parker Brothers staples – *Monopoly, Clue, Sorry*. I also played *Stratego* and *Battleship*. I think *Diplomacy* would have been cool to play.

Same too for *Axis and Allies*, but of course it didn't come around until the mid-1980s. And, once again, required a group of people and lots of time.

RPGs were easy enough – a couple of books, some dice, and imagination. Graph paper for the days of *D&D* was always helpful, too.

I'm still a fan of board games, although I haven't had much chance to play them. Once again, the lack of a group of people.

DDWRPG: Your article on the release of the FASA *Doctor Who* RPG in the Doctor Who Information Networks' *Enlightenment* fanzine was some of the earliest reporting on the game. How did you first find out about the games release?

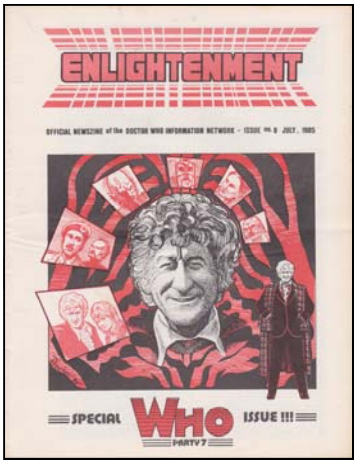
SED: Of all places, through FASA. I learned of their *Star Trek* RPG (which I still have) through a local hobby shop. Given my interests in sci-fi this seemed to be a good fit. In time I learned about the *Doctor Who* Role-Playing Game through FASA.

DDWRPG: Was it difficult at all to get DWIN to include your report in Issue #9, or were the editors welcoming of the content?

SED: I had been a member of DWIN since 1982. When news of the RPG came my way, I wrote to Steve Peers, then-editor of *Enlightenment* for the chance to write. Like a lot of fanzines of the day, editors were eager for content.

DDWRPG: In March/April 1986 the staff at *Enlightenment* gave you your very own column devoted to the *Doctor Who* RPG called "The Celestial Gamesroom". Was this an idea that you pitched to them or was it suggested to you?

SED: I can't completely recall if I pitched the idea to Steve or vice-versa. Looking back, this was a daunting task. There was no Internet for research. I typed my columns on a typewriter. Snail mail was 34 cents a letter, and the Canadian dollar was at its lowest in exchange to the U.S. Dollar.


ENLIGHTENMENT
OFFICIAL NEWSZINE of the DOCTOR WHO INFORMATION NETWORK · ISSUE No. 9 JULY, 1985
SPECIAL
WHO
PARTY 7
ISSUE !!!

ENLIGHTENMENT ISSUE #9

DDWRPG: Were you playing the FASA game in a group at that time, or just reporting on the game's release?

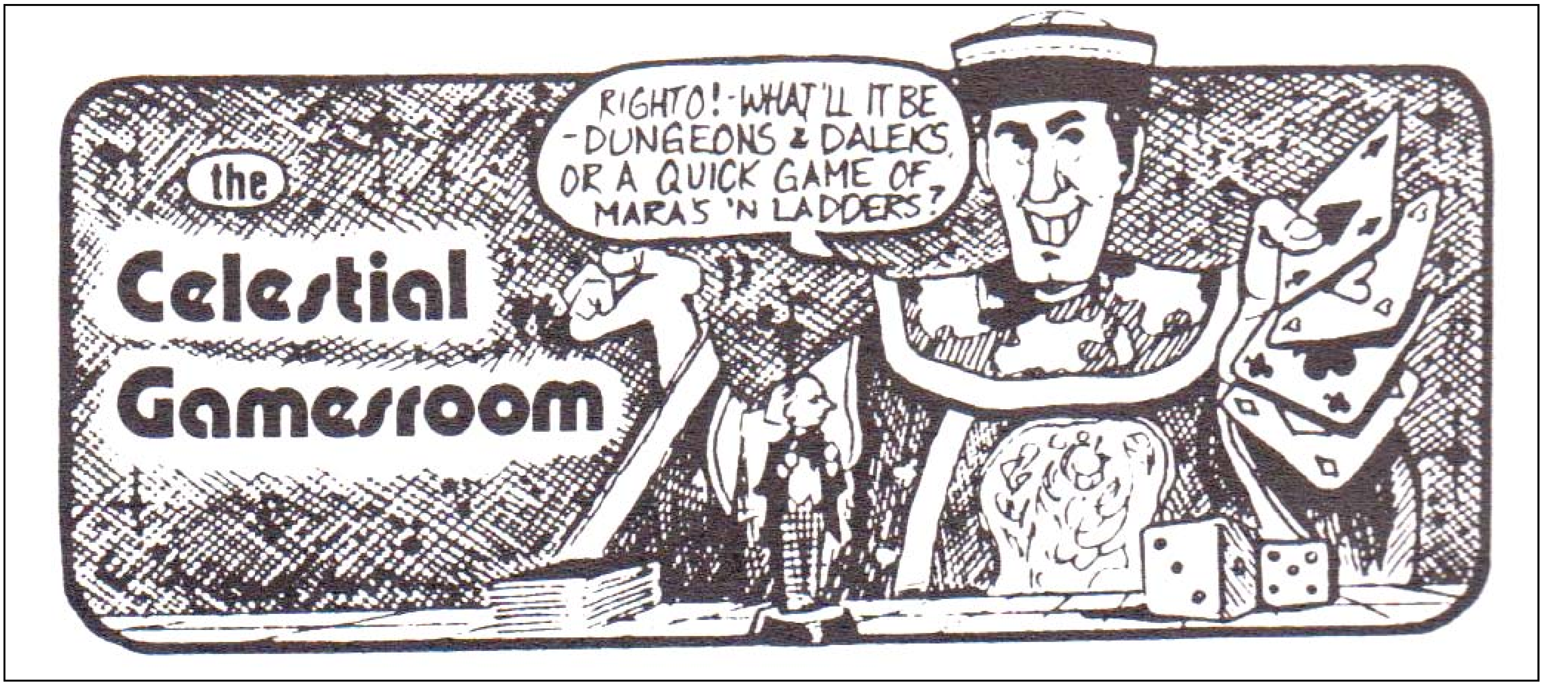
SED: I was only reporting on the game. We had a DWIN chapter in my hometown of Owen Sound, Ontario but the focus of the group was more on videos and socializing than on the RPG. Strangely, many of the members of this group were my classmates when that boxed set of *D&D* was purchased years previous.

In all fairness, I can't honestly recall a time when the RPG was played. I think the columns ended up reflecting that, being more factual news columns than ones of supplements, character sheets, and creativity. Mind you, I don't think *Enlightenment* would have had the room for exceptionally long columns.

DDWRPG: We remember your column being well received. What sort of feedback did you get at the time about the column and the game?

SED: Well received? Well, I certainly was never sent threatening letters to cease and desist. In fact, I really don't recall any sort of feedback. That includes any direction from Steve Peers or DWIN on how to focus the column, or even to cease writing it.

DDWRPG: Well it seemed well received by us. Some of our staff remember looked forward to that column in particular as they got each issue of DWIN.


the
Celestial
Gamesroom
RIGHTO! - WHAT'LL IT BE - DUNGEONS & DALEKS, OR A QUICK GAME OF MARA'S 'N LADDERS?

THE DWIN *ENLIGHTENMENT* FANZINE'S "THE CELESTIAL GAMESROOM" HEADER ARTWORK

SED: As I say, that's mind-blowing to hear that nearly 30 years later. I don't recall much feedback – either positive or negative. It's nice to know the effort was appreciated back then. Mind you, I wasn't doing it for recognition but more to ensure that fans knew that the game existed – and so too did those who were interested in it.

DDWRPG: "The Celestial Gamesroom" column features reviews and news of releases that FASA had planned for their game line. We remember getting some of our earliest gaming information from that column. How did you get the news items and information that you were including at that time?

SED: Most of the news I received was coming from the same sources as everyone else – the publisher, certain mail-order shops, and the owner of the local hobby store.

DDWRPG: In an age well before the internet, how were you able to create a fan network that shared *Doctor Who* gaming ideas and information?

SED: The Doctor Who Information Network was much like today's – a group of like-minded, like-interested folk rallying together. I think that was especially true for DW fans in the 1980s as we dealt with the hiatus and then the cancellation. It was also true for the fanzine network. Many of us who produced a 'zine might have written for another, or would buy someone else's. The RPG was just a niche compared to, say *Cosmic Hobo* (the newsletter of the Patrick Troughton (Doctor Who) Preservation Society, fan fiction like *Myth Makers* or some of the short story fanzines like Jaime Bridle's *Gallifrey Gazette* or Michael Dawber's *Glass Wind*.

DDWRPG: Eventually in late-1987 FASA discontinued the *Doctor Who* line in favor of their own products. Even after the game went out of print, your column in *Enlightenment* continued for almost two full years. Was there still interest in the *Doctor Who* RPG?

SED: I think there was still interest in the game. After all, creativity knows no limits once the ground rules are set. Think about it. BBC and Virgin continued with novels after the 1989 cancellation. Big Finish has extended the series chronology – including writing a story which occurs *before* "An Unearthly Child".

DDWRPG: In Issue #14 (May/June 1986) of *Enlightenment* there was a report that you included that mentioned that Mark McMillan, who had contributed some reviews for your *Enlightenment* column, was going to be work on a new fanzine devoted to the *Doctor Who Role-Playing Game*. This fanzine would become *Time Meddlers*. Please

tell us how the two of you came up with the idea of collaborating on the fanzine. Between you and Mark, what roles did each of you have in the production and work on *Time Meddlers*?

ENLIGHTENMENT
FRONTIER IN SPACE

ENLIGHTENMENT ISSUE #14

SED: Mark and I met through the Pen Pals section of *Enlightenment*. We starting writing like normal pen pals, then elevated to audio letters recorded on cassettes. For the life of me, I cannot recall how the audiotapes began, although I think it was Mark's initiative. The same can be said about *Time Meddlers*. Mark was the creative brains; I handled the business side of the house. Mark was the hands-on editor, writer and creative mind. I wanted to be creative, but there was enough stuff going on in my life that interfered with that chance.

So, I ended up being the office manager. Mark created the issues using the *Paperclip* software on a computer in his local library. Once completed, they were printed, and then sent to me for production and distribution.

DWRPG: So with the idea of *Time Meddlers* brewing, what logistical problems did you have to overcome to make the fanzine a reality? We understand that you and Mark McMillan lived in different cities. Where were each of you, and how did you overcome that?

SED: Bear in mind, this was the mid-1980s. Photocopying was pricey, and home produced 'zines were relatively brutally expensive. I had managed to secure the use of the photocopier at my step-father's workplace at a very reasonable price, so were had that base covered. We still had to deal with Canada Post for sending things back and forth. I lived in Owen Sound, and Mark was in Port Perry, Ontario – not a huge distance, but big enough.

DWRPG: Did you and Mark always communicate by distance, or did you ever meet face-to-face?

SED: Always by distance, through our letters. I never recall us chatting by phone. The concept of frivolous expensive long-distance calls was never something my folks would have supported – even if I had paid the bill. A face-to-face meeting never came up in discussions, at least that I can recall. It, too, never really was an option.

DDWRPG: The first issue of *Time Meddlers* was labeled the "Prototype Issue". On face value this seems as if you were testing the waters to see if the fanzine was viable. Is this the case, or had the team planned on more issues from the start?

THE DOCTOR WHO
mini issue
ROLE PLAYING GAME
THE FIRST DOCTOR WHO ROLE PLAYING GAME FANZINE(as released by FASA)
Prototype Issue July 1986 $1.00 plus postage
TIME MEDDLERS
"Time Meddlers" is an amateur non-profit production.
Editor: Mark McMillan
Distributor/Printer: Steven E. Dieter
Art Director: Adam Cookson
PROTOTYPE ISSUE
ADVENTURES THROUGH TIME AND SPACE

"PROTOTYPE ISSUE" (ISSUE #1)

SED: The term 'prototype' can be taken two ways. First, was this a viable 'zine? Many 'zines didn't last past one or two issues – lack of submissions, level of work required, and then the ability to distribute effectively. Second, was the format viable? Remember, this was the infancy of desk top publishing – Commodore computers with clip art, Word Perfect in its infancy (3.2, 4.1 and 5), and dot matrix printers.

With Mark's ingenuity, I figured we could tackle two issues. Ultimately, it came down to the readers to tell us (in terms of orders and contributions) if we were on the right path. Apparently, we were.

DDWRPG: The fourth issue of the 'zine was called the "Backlog-ish '87" issue. We take this to mean that the issue was printed to get submissions and other materials that were on the editor's desk out to print, giving us two Spring-time issues (#4 and the #5/6 Spring/Summer double issue). Is that the case?

TIME MEDDLERS

BACKLOG 'ISH' '87

TIME MEDDLERS ISSUE #4

SED: We tried to run on a regular print schedule for quarterly issues. But remember, this was still old-school in terms of operations. Any promotions in *Enlightenment*, if they were going to be ahead of the print date had to be timed to be relevant rather than old news.

DDWRPG: That's a great point. When working on Time Meddlers, did you have a target release schedule that you hoped to hit (ex. three issues a year)?

SED: I don't recall there being an absolute hard-and-fast production schedule. I think we both agreed that without content, there was no point in trying to generate an issue which could result in losing dedicated readers. However, that never really seemed to be the case.

DDWRPG: The fifth and sixth issues were combined for a monster "double issue" offering. What prompted this oversized issue?

SED: We also never set ourselves on a fixed size – which as we know has its good and bad. We weren't a community newspaper running weekly based on how much advertising was sold: every page was ours, to do with as we chose. That also meant that, ultimately, every page we added to the publication resulted in an elevated cost – more photocopying, more postage – a cost which was borne by the consumer. However, by the time we hit 1987, there was enough material to clear the backlog and run the double issue.

I also anticipate part of the push to publish material was the result of natural evolution. FASA and the game were having their challenges, reducing the core information on which we could create. On the production front, access to the photocopier was becoming limited. As well, out personal lives were changing. By this point I was 17, juggling school, work, sports – and challenges at home.

DDWRPG: What was your favorite part about working on *Time Meddlers*?

SED: *Time Meddlers* was great for the ability to communicate ideas about the game with others. It also reinforced in me some basic tenets on time management and financial control.

In terms of the issues, I always loved Don Ferguson's columns. This was a true example of Mark's creativity.

DDWRPG: What was the most difficult aspect of being a part of *Time Meddlers*?

SED: Our largest challenge was the limits of technology of the day. Had we been in possession of e-mail and the Internet, who knows if this would have taken off at all – or if we could have gone longer.

DDWRPG: If you had a chance to go back in time and change, add, or delete anything to the *Time Meddlers* fanzine now what might you change?

SED: Nothing. It's not fair to take thirty years of real-world experience, combined with technological advancements, and try to impose it on the model from then. Deep down, I think we all hoped the FASA support would have lasted longer. I don't know how successful *Time Meddlers* would have been if we had been bigger. Remember, we were just a couple of young lads. Could we have generated more issues, bigger issues? Sure, of course. Would it have taken a toll in terms of printing, speed of distribution, and so on? I don't know.

DDWRPG: Do you remember roughly how large a print run was done for each issue of Time Meddlers? One thing that we admire about the fanzine is that you offered back issues for quite a while after they were printed. Was this because of demand, or because you had them on hand?

SED: We never had a set print run. Remember, with access to the photocopier, the only limits were time, paper, toner and the ability to cover costs. That was the beauty of self-publishing. It also meant that we weren't stuck with inventory, nor the bill to purchase copies which might never sell. As a result, when an order came in, I ran the issue. Never recall refunding an order because I couldn't fill it.

DDWRPG: Judging by the prices given on the covers, it seems that the fanzine found a readership from various places around the world (as you had to give pricing for mailing to the USA as well as overseas). Can you remember where some of the inquiries came from?

SED: Most of our queries came from Canada and the US. I was only a member of DWIN back then; while there was the Doctor Who Appreciation Society in the UK and the North American version in the US, I stuck with DWIN. I recall *Enlightenment* reaching across the continent – which probably reflects our range of subscribers.

DDWRPG: We now live in an era of self-publishing on the internet and easy access to on-line distribution. Many readers may not understand the historical circumstances of making a 'zine years ago. In general, what was it like to work on a fanzine in the 1980s?

TIME
MEDDLERS

TIME MEDDLERS ISSUE #2

SED: When I was six, two of my Grade 2 classmates (both of whom would be in the class where *D&D* was bought, and one would be part of the *Doctor Who* group mentioned above) had a newspaper which we wrote, printed (well, ran on a mimeograph machine) and sold. When I started working on *Time Meddlers*, a lot of that same energy came back.

Looking at 'zines today in comparison, the software and printing opportunities are way beyond anything we could have envisioned. I mean, a colour dot matrix printer was a luxury, and an inkjet printer for home was that much more a luxury.

DDWPRG: From a production standpoint what were the most difficult and rewarding elements?

SED: I've alluded to a lot of it above. The joy of controlling the production was countered by the delays with manuscripts coming from Mark. However, since we weren't on a hard schedule, governed by shareholders, we could run the issues when we wanted to.

DDWRPG: A number of different writers contributed to *Time Meddlers*. Are there any standout writers that really helped the fanzine grow or whose work you particularly admire?

SED: I think all of our contributors should be admired for their creativity and ingenuity. As I've said, all of them should be applauded for their efforts, just like all those who worked on 'zines in the past – and those who continue to do so today.

DDWRPG: It seems your involvement with Time Meddlers came to a close after Issue #5/6. What was the reason for this?

SED: I'm not sure what exactly happened around the time of the final issues. That would have been in 1987. Things in my life were changing and my time for hobbies was dwindling (although not by my choice). Mark and I certainly never had a falling out; there's no juicy scandal to expose.

Honestly, my teen life was changing. Support for my hobbies from family was dwindling. In fact, my step-father thought my hobbies, especially my sci-fi and fictional

TIME
MEDDLERS

TIME MEDDLERS ISSUE #5/6

ENLIGHTENMENT
I.M. FOREMAN
NOVEMBER 23, 1988
THE ADVENTURE CONTINUES...

ENLIGHTENMENT ISSUE #28

hobbies, were a sheer waste of time and money. Mind you, that was equally applicable to my desire to purchase almost any books.

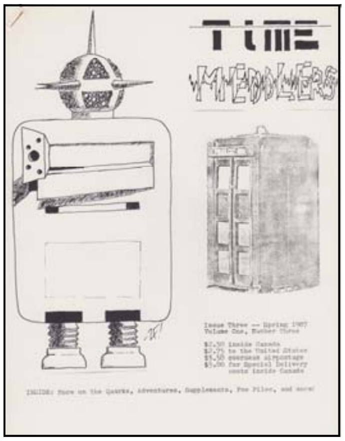
DDWRPG: In *Enlightenment* issue #28, you give an update on gaming fanzines that announces that "TM #8 is out". We presume this to mean *Time Meddlers* Issue #8. Do you know if there were more issues of the fanzine after you left the team?

SED: I can't say if Mark carried on with *Time Meddlers* simply because I can't remember. I don't recall writing about it in the column – and it is inherently possible that the reference to #8 is a typo.

Mind you, by 1987 we *Doctor Who* fans were in turmoil – the paused series was coming back, but on life support. Many PBS stations seemed to be lessening in support. FASA's efforts ground to a halt.

As Bob Dylan sang, "Oh the times they are a changing."

DDWRPG: *Time Meddlers* seems to be the first fanzine entirely devoted to *Doctor Who* role-playing games. It predates our own efforts, as well as all of those bloggers currently contributing materials and the various websites that are adding content. Your fanzine holds a unique place in *Doctor Who* gaming history. Did you think that twenty-five years down the road you might be interviewed and appreciated for all of the work you put towards the 'zine?



TIME MEDDLERS ISSUE #3

SED: Absolutely not! I kept the manuscripts part out of love for *Doctor Who*; the RPG was one of the few things I retained during the dramatic pause between Classic and New. I kept them also because of pride. Sure if was fan-based but it was – and is(!) – an excellent add-on.

Looking back on the columns and *Time Meddlers* – no, I never felt it was of value or would be of interest to others. When I asked Steve Peers for the chance to write what became 'The Celestial Gamesroom' I saw it as a chance to be a part of something at a time when I really didn't have much else. (Ironically, that chance has morphed into an irregular column in *Enlightenment* now called 'The Celestial Toy Soldier.')

I didn't have a lot of friends back then – in school or out. I was an only child, and so books and fictional worlds were my playground, my friends.

When you called me and said, "Hey, listen, I'd like to run a feature on your ground-breaking efforts from 25 years ago," I genuinely thought this was a joke. I'm honoured to know that the columns meant something to folks back then – and also right now.

STEVEN E. DIETER IN 2013

DDWRPG: What have you been up to in the years since you left production on *Time Meddlers*?

SED: Whew. What have I been up to? Quite a bit, actually. I finished high school, and went on to study history, and then later went to teacher's college. I actually just finished my Master of Arts in Military History degree from Norwich University in Northfield, Vermont. As I was working on my degree in history, I spent five years volunteering and working at the museum of Canada's first Victoria Cross airman [*NOTE: The Victoria Cross is the British Empire's highest decoration for valour in the field of battle. It would be comparable to the American Congressional Medal of Honor*]; those five years, combined with efforts to preserve that airman's image from being tarnished resulted in recognition from the Canadian Air Force as an Associate Air Force Historian.

For the last 13 years I have been an officer in the Canadian Armed Forces at both the Reserve and Regular Force levels. I am currently a Public Affairs Officer, posted to Canadian Joint Operations Command in Ottawa.

I do still write. I mentioned the irregular columns for DWIN. I also write articles that relate to topics at work, or to military history. Prior to my posting to CJOC, I finished a two-year posting to 8 Wing Canadian Forces Base Trenton, where for 18 months I was the editor of the weekly newspaper.

I also keep busy as the Chief Communications Advisor for the Royal Canadian Air Force Association, which includes being part of the editing team for their publication *Air Force*. I am heavily involved in veterans' issues, including volunteer work in the Royal Canadian Legion at Branch, Zone and District levels. I am also an active participant in the Order of Saint Joachim, Order of Saint George, and Order of Saint Lazarus.

STEVEN DIETER (Right) AT WORK

DDWRPG: Are you still a fan of the *Doctor Who* series?

SED: Oh my giddy aunt yes! Its return was a day of joy. My book collection, once purged, has now regenerated and has grown to include CDs, DVDs, and toys. My wife, Beth, is a big fan of the series as well.

DDWRPG: Are you still involved in gaming or *Doctor Who* fandom?

SED: I haven't got many, if any, fellow gamers that I know of here in Ottawa. I would love to do some gaming. There's no *Doctor Who* club here in town, which is unfortunate.

DDWRPG: We want to thank you for your time and effort in this interview. It has been invaluable in our understanding of the early days of *Doctor Who* gaming and a pleasure in so many ways.

SED: Thanks for this opportunity. I greatly appreciate the chance to share with others.

Thanks to Steven Dieter, and with his permission, we are able to present complete unedited reprints of the full run of the *Time Meddlers* fanzine. After each issue is also an overview and analysis of each 'zine.

MISSING TIME MEDDLERS NO MORE !

While Steven E. Dieter was the fanzine's co-founder and was involved in helping us find the first 6 issues of *Time Meddlers,* he no longer had copies of, or even a sure memory of, the last three issues. Thanks to the hard work and archival efforts of Brett Easterbrook, we were able to track down the last 3 issues of the fanzine as well. Brett's historical research and assistance in getting us to the right places has allowed us to complete the set of fanzines and even return scans of the missing issues to some of the original founders and contributors. Hat's off to everyone who helped us in our research for this *Time Meddlers* history project.

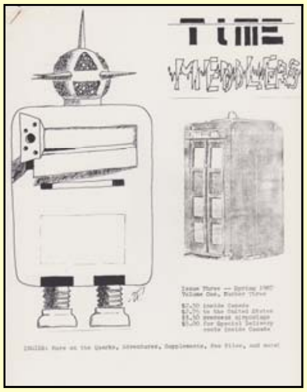
NO NOT THOSE TIME MEDDLERS

To clarify on the origins of the *Time Meddlers* gaming fanzine, it was a Canadian based fanzine devoted entirely to *Doctor Who* role-playing games. The fanzine should not be confused with the well known *Doctor Who* club called The Time Meddlers of Los Angeles who have been active in Whovian fandom just as long, and who are best known for their association with the annual Gallifrey One *Doctor Who* convention.

THE TIME MEDDLERS FANZINE

THE
DOCTOR WHO
ROLE PLAYING GAME
MINI ISSUE
TIME MEDDLERS
PROTOTYPE ISSUE
ADVENTURES THROUGH TIME AND SPACE

TIME
MEDDLERS



TIME
MEDDLERS
BACKLOG 'ISH' '87

TIME
MEDDLERS

The *Time Meddlers* fanzine is the earliest fanzine devoted to *Doctor Who* role-playing that we have been able to identify. The fanzine's subtitle lists it as "The First Doctor Who Role Playing Game Fanzine (as released by FASA)" and time seems to have supported the fanzine's assertion. It is known that various *Doctor Who* related one-shot games were played at game conventions such as GenCon (using other system rules), but until FASA released their game in 1985 no official *Doctor Who*-related role-playing game existed. While there was interest in *Doctor Who* as an RPG, no materials for such a game were published or presented before FASA formalized their rules. About one year after this, Mark McMillan, Steven Dieter, and Adam Cookson set out to present a fanzine to those interested in extra materials for *Doctor Who* gaming.

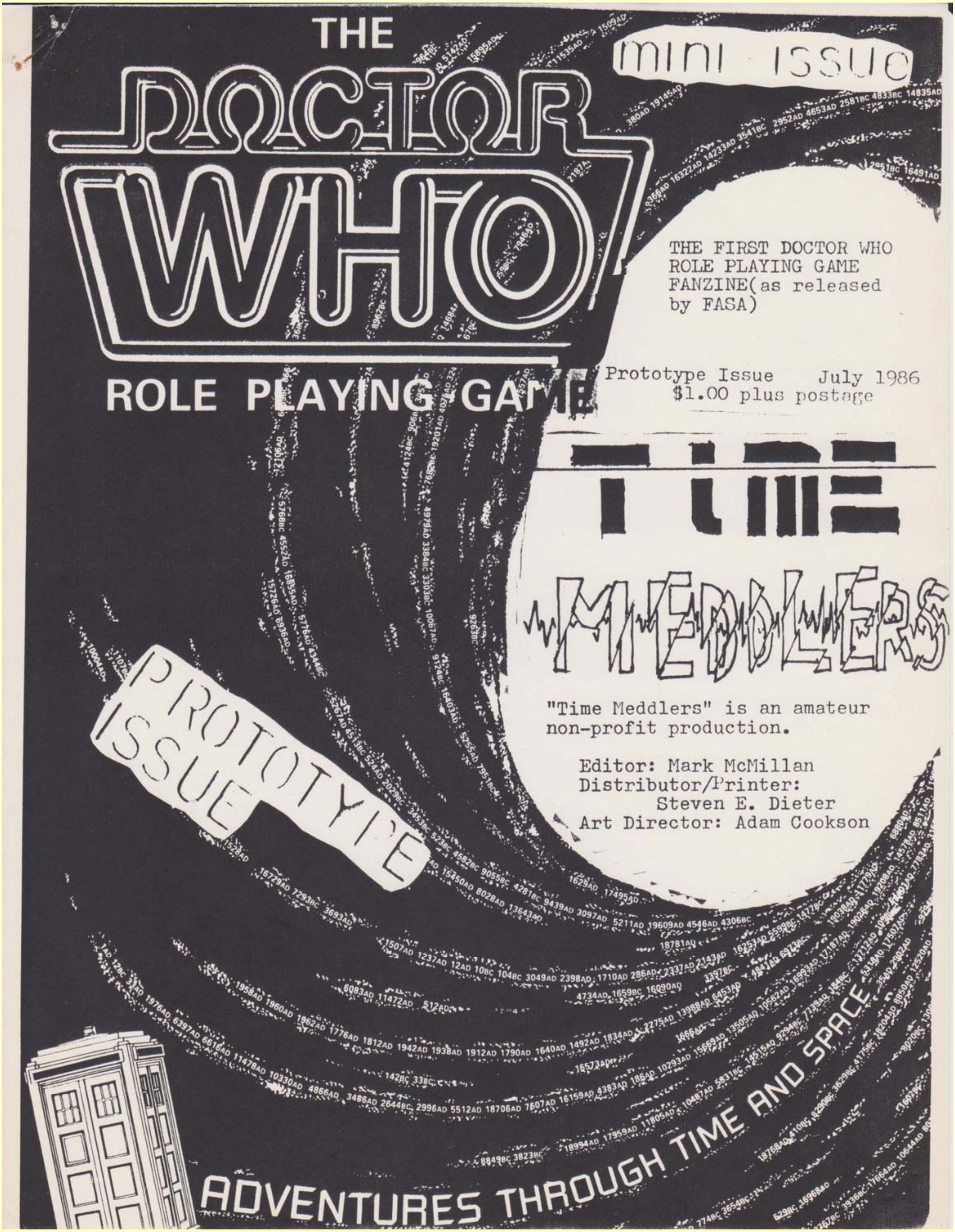
Time Meddlers offered reviews of products, adventure modules, discussions of gaming concepts, additional rules, artwork, and fun banter. As far as providing materials for a *Doctor Who* RPG, *Time Meddlers* succeeded. Each issue offered roughly 20 pages of material in typewriter and word-processer type-set format. The production value of the fanzine itself was on par with the best amateur fanzines of the day. The fact that the 'zine was photocopied rather than simply mimeographed meant that its quality in reproducing some photographs and artwork was better than many fanzines of that era.

The content of the *Time Meddlers* fanzine revealed the youthfulness of the various contributors. In the scheme of things role-playing games were still very new and not many content creators existed for RPGs. Game Masters and players often craved new and expanded information for games and talented amateurs stepped up to fill the need. The writers of *Time Meddlers* were young adults and teenagers who took the time to support their hobby and interest by creating materials themselves. The fanzine reveals quite a range of quality in its articles. Some adventure module plots and ideas seem borrowed directly from existing *Doctor Who* TV stories, while others are wholly creative and original. Besides giving stats and expansions for existing *Doctor Who* monsters, the fanzine also added original villains and creatures to the game's resources. These original materials show the real possibilities that the fanzine offered. The introduction of new races and original adventure modules fulfilled a need that was present within the fandom of *Doctor Who* role-playing games. While some may argue that the quality of these write-ups are not as strong as modern offerings, these represent the first amateur materials ever produced and therefore are of historical significance.

One should not take the inclusions in *Time Meddlers* only on face value. The fanzine may look like an amateur production because quite frankly it was. It looks dated, because the fanzine itself is now already a quarter of a century old. The writers and production team had none of the technology and resources available to fanzine staffers nowadays. However, many of the ideas in its content are quite worthy of consideration. Not all, but more than a fair share. While the writing may seem a bit raw, many of the ideas are timeless and continue to be useful for *Doctor Who* role-playing games even now, twenty-five plus years later. *Time Meddlers* is still as relevant now as ever.

Time Meddlers as a fanzine gives us a chance to understand the earliest days of *Doctor Who* role-playing. It serves as a time capsule to reveal the state of gaming in the mid 1980s, which had an emphasis on charts and mechanics over the modern style of storytelling. It helps give us a look at a time when the FASA game was the only version available and how the action elements were often emphasized. More than that, it shows us the creativity, effort and worthiness of the *Doctor Who* gaming fans who put forward such an independent effort. *Time Meddlers* is a diamond in the rough waiting to shine again.

On the following pages, enjoy the full run of the *Time Meddlers* fanzine...



THE DOCTOR WHO ROLE PLAYING GAME

mini issue

THE FIRST DOCTOR WHO
ROLE PLAYING GAME
FANZINE(as released
by FASA)

Prototype Issue July 1986
$1.00 plus postage

TIME MEDDLERS

"Time Meddlers" is an amateur
non-profit production.

Editor: Mark McMillan
Distributor/Printer:
Steven E. Dieter
Art Director: Adam Cookson

PROTOTYPE ISSUE

ADVENTURES THROUGH TIME AND SPACE

TIME MEDDLERS ISSUE #1 (PROTOTYPE ISSUE) - PAGE 1 (COVER) - PAGE 2 WAS BLANK

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Distributor/Printer: Steven Dieter
Art Director: Adam Cookson
Finances and Advertising handled by Steven Dieter
Column headings by Adam Cookson and Mark McMillan
Contributing Artist: Lisa Truant(Marvin the Paranoid Android and TARDIS approacing Titan III-from "Invsible Enemy")
Contributing Writer: Zen Faulkes(Addendum on Energy Weapons)

"Time Meddlers" is an amateur non-profit production dedicated solely to the Doctor Who Role Playing Game by FASA and is also dedicated to the celebration and promotion of the Doctor Who Role Playing Game and to the TV series Doctor Who. It in no way attempts to infringe on the rights held by the BBC, FASA or others.

COMING NEXT ISSUE:

Submissions(hopefully!) from our readers in the form of Adventures, articles and artwork, etc.

Introducing the most deadly Foe: "THE DESTROYER" Can your PCs survive a renegade Time Lord more powerful than the Master, the War Cheif and Morbius combined?!

More FASA Reviews!

STOP THE PRESSES!:

In addition to the already existsing FASA adventures(5 total) there are now two more available: "City of Gold" and "The Warrior's Code". Hopefully they will be good, the latter sounds excellent.

EDITOR'S DESK

Mark McMillan, Editor

I'd like to welcome everyone to the preview issue of "Time Meddlers", the only and first Canadian Doctor Who Role Playing Game fanzine. Each issue is designed as a supplement to Fantasimulation's DWRPG and I do hope that each issue will be informative and entertaining for our readers, both Gamemasters and Player Characters.

You'll note that this issue is different than our future issues will be as there are two differnt typestyles. This is due to the rush to get our introduction issue ready for "Who Party 8" in Toronto. The computer type takes about 15 minutes per page to print out plus alot of extra time devising the format. Since I don't own a computer I have to go to the local library and they only allow ½ hour per session. Having a job and only getting two days off per week therefore makes it impossible to finsih the issue on time for WP8. Future issues will have their format done completly in this format.

Speaking of future issues, Time Meddlers, is going todrasticly altered from what I had originally intended. I had intended a quarterly production of about 20 pages when I first decided to do this DWRPG 'zine but now due to many time-consuming things that I do, I'm going to have to make it a bi-annual production coming out each January and June with a size of about 60-75 pages and selling for around $5. So you are getting about 10-15 extra pages for the same price as two 20 page issues! In the long run it pays off. So all I can say is stay tuned for January 1987 when the second issue of "Time Meddlers" is released!

As for future issues, contributions are drasticly needed and in particular, artwork! Anything related to the DWRPG is accepted in terms of articles and adventures can be no graeter than 30 typed(about 50 hand-written) pages. As for artwork, anything involving Doctor Who or the characters of Doctor Who is acceptable. The only way you are going to improve future issues is to submit, after all it is your fanzine!

I also feel I must apologise for the lateness of this issue to people who have been waiting for a considerbale amount of time while I held their SASEs. The reason was that I had lost my data disk with all the data for "TM" on it while I was writing up an article(wouldn't you know it, the last one.....). Later I found out what happened to it: Don Ferguson, an avid eater, thought it was a weight-watchers pizza that had been a little overdone and that someone had forgotten to put the toppings on so he ate it, I later forced him to throw up by feeding him a Pan-Galactic gargle blaster and hence my disk was recovered from a mouth more ravenous than the famous Bug-Blatter beast of Trall!

But anyway, I did eventually find it and started printing immediatly. However there was no way the issue would be finsihed before WP8 so hence I had to use my home typwriter. I like typewriter script better than computer text anyway.....

Anyway I'd like to point out that all enquiries regarding purchasing issues should be done via Steven Dieter at 2130 - 9th Ave. E., Owen Sound, Ontario, N4K 3H3 (Canada). When buying issues absolutely no foreign cheques and in Canadian funds only!

So I'm going to step aside and let Don Ferguson, my Editorial Advisor, make his report. So until next time:

May you never be eaten by an
Androgum,

Mark McMillan
Editor

THE EDITORIAL ADVISOR'S REPORT

By Don Ferguson

They told me that they wouldn't give me a bannerhead for my report this issue for some reason or another(probably because they hate me) but I hope they did. But anyway onto my report....

I'm Editorial Advisor to the Editor of Time Meddlers. My job is basically to advise Mark on things or to be there when he needs advice. I'm also going to be writing for "Time Meddlers" along with Mark, as we did this issue with the "Deathworld" adcenture. I advised him to put that in, even if Mark thought it was a bit of a cheat using a modified DW scenario.

I'd like to say that I am president of the "Nimon Fanclub"! If you will send me one New Zealand nickel(from New Zealand, no cheating!) I will send you a photocopy of the "The Horns of Nimon" Target bookcover and a drawing by my 3 year old sister of the power complex(or a copy thereof)! They are in very short supply(Yeah, not many people want them - Ed!) so hurry and order today! More great "Nimon" offers in future issues! (Not if I have anything to do with it! -Ed).

So I'll thank you for buying the first issue of "Time Meddlers" as it gives me something to do besides eat!

Nimons would beat the crap out
of Ogrons,

Don Ferguson

DISTRIBUTOR'S REPORT

Steven Dieter, Distributor and Printer

Now that summer has arrived there should be more time to enjoy playing the Role Playing Game and hopefully this fanzine will help you greatly.

There is a new hobby shop here in Owen Sound that deals with the FASA gaming items, including Star Trek: The Role Playing Game and the Doctor Who Role Playing Game. Next issue will contain a list of items available for order. Anyone wanting a list before then should write to me, enclosing a SASE, and I'll send you a list. If its something specific that you are looking for let me know and I'll enquire. The store's motto is "We can get our hands on just about anything".

Send all enquires to me, Steven Dieter, at 2130 - 9th Avenue East, Owen Sound, Ontario, N4K 3H3. DO NOT send them to Mark McMillan as this will only delay your reply.

Until next time, keep those orders coming in!

-Steven Dieter

EDITOR'S NOTES: Steve's mail order service is to be used only if you can't find the item youself anywhere else. We are not trying to make a profit from this nor are we trying to break any laws. It is being done by Steve simply to allow people greater access to the RPG materials.

FINANCE MANAGER'S REPORT - Time Meddlers

Total Cost of "Time Meddlers" - $ 2.00 ($1 at conventions)

Postage: $0.68 Envelope: $0.15 Photocopier charge: $0.85
Overchage*: $0.32

*Overcharges cover many things: excess postage if it should exceed 68¢, rental of printer, letters without SASE, materials to make the 'zine(typing paper, ribbons, etc) and many more. It also rounds off the price to an even amount.

GAME AIDS

For Your DWRPG

Submissions for this column are always welcome. If you've done something to enhance your RPG play, send it in!

ADDENDUM ON ENERGY WEAPONS

By Zen Faulkes

One of the major flaws in the Doctor Who Role Playing Game concernes blasters, lasers, particle beams and their like - all energy weapons in particular in fact. Specifically, how many shots can you fire? As it stands in the Game now, the number of rounds is unspecified and a PC has virtually unlimited firepower.

How to handle this is purely GM's choice, but here is one system to consider:

Each weapon has a specified number of free shots. The exact number can vary from weapon to weapon, but more powerful ones should have fewer free shots. Again, the exact number is up to the GM, but anywhere from six to a dozen is a good general starting point.

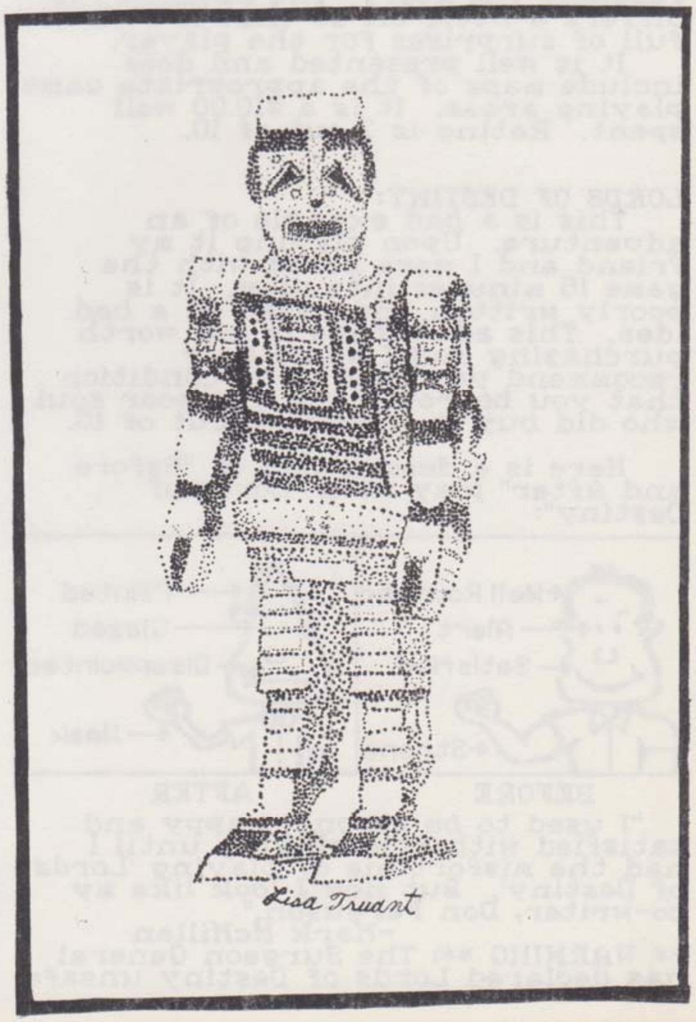
For each shot after that, have the player (or NPC as the case may be) make an ammo roll on 2D6, according to the table below. If the roll is greater or equal to the number specified below - "click!" instead of "Zap!".

SHOT NUMBER (AFTER free shots)	AMMO ROLL (On a 2D6)
1 + 2	12
3	11
4	10
5	9
6	8
7	7
8	6
9	5
10	4
11	3
12 and up	2

Note that with this system, a character could theoretically keep going almost indefinitely - although the odds are very much against it.

A successful Ammo roll means the shot was fired; a failure means that the shot was not fired, the weapon is out of power and will have to be recharged before it can be used again. A critical success could mean that the character gets another free shot, no Ammo roll needed, before resuming on the Ammo roll table in the same place as before. And a critical failure? The sidearm has suffered a minor malfunction from overuse and will need a minor repair before it can be recharged and used again.

Note that the Daleks and some forms of Cybermen have their weaponry built into them, and presumably they have a much greater power supply to use as not to have this problem.



Rebiews:

By: Mark McMillan

Here is the review section of the fanzine. Here are reviews for three of the available adventures from FASA.

I havn't seen the rest so if some of you could send in reviews for the other adventures we would surely appreciate them.

THE HARTLEWICK HORROR:

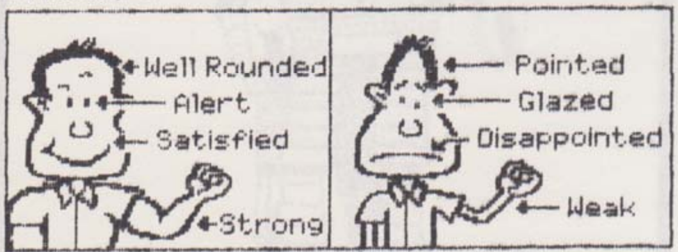
This adventure rates right between the two following adventures, "Lords of Destiny" and "Iytean Meanace" in terms of enjoyability. Although it does resemble the story "The Daemons", it differs a little bit so that it still is full of surprises for the player.

It is well presented and does include maps of the appropriate game playing areas. It is a $10.00 well spent. Rating is 7 out of 10.

LORDS OF DESTINY:

This is a bad example of an adventure. Upon playing it my friend and I were bored with the game 15 minutes into play. It is poorly written and based on a bad idea. This adventure is not worth purchasing and I would only recommend you read it on condition that you borrow it off the poor soul who did buy it. Rating 2 out of 10.

Here is a description of "Before and After" play with "Lords of Destiny":



BEFORE AFTER

"I used to be strong, happy and satisfied with role playing until I had the misfortune of playing 'Lords of Destiny'. But now I look like my co-writer, Don Ferguson."

-Mark McMillan

** WARNING **: The Surgeon General has declared Lords of Destiny unsafe.

IYTEAN MEANACE:

This is a great contrast to "Lords of Destiny". This is the best FASA module to date as far as I'm concerned and it is well written and presented with maps. This is a must for all Role-Players and I highly recommend it to eveyone. Heck, even if you don't own the DWRPG you'd enjoy the story by just reading it. Rating is 10 out of 10.

These reviews are but my humble opinion of the adventures and I welcome any disagreements or agreements you may have with me for the upcoming "Letters to the Editor" section. Don't be shy, write!

Plot outlines could not be given for the aformentioned adventuures because it would spoil the role playing for the characters and people involved. It would have been benificial for Gamemasters but if I ruined the adventure for the PCs that would take all of the fun out of the playing.

LORDS OF DESTINY

Just outside Mark's...

DEATHWORLD

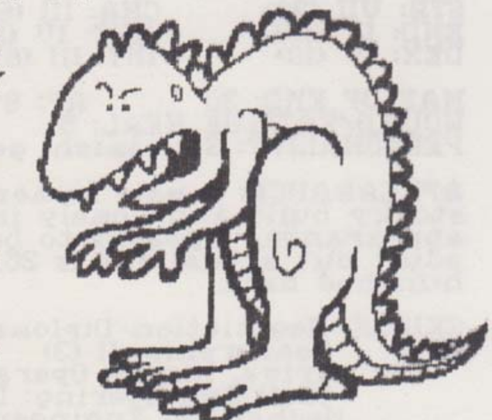
By: Mark McMillan
& Don Ferguson

SCENARIO:

The planet Karm has one small city on it, nothing else except the farms on the outskirts of the city and the hills (behind which is a desert) about 2 kilometres froum the city. The city has a population of about 200 people.

The people are extremely rich as they have the "omens", a great noise like wind and the lights at night changing. After each of these omens precious gems appear in the town square during the nights that follow. The people of this city are rich, prosperous and happy and have no knowledge or desire to know anything of of other worlds or space travel.

The people are currently having trouble though. They are being attacked by a ginat monster which they call "The Great Beast" but is actually an animal captured and controlled by the Sontarns. The Sontarans hope to weaken the city's population so that their waiting attack force can take over the city and thus the planet so the minerals can be used to aid them in their war against the Rutons.



The Sontaran battle group and the cage which holds the beast is located behind the range of hills.

Unknown to the Sontarans a Ruton scout ship is orbiting the planet hoping to get a fix on the Sontaran's location and destory them. The attack will come about 1D6 days after the PCs arrive.

But the biggest surprise of all is that this planet is not a real planet. It is, in fact, a stolen TARDIS with its chameleon circuit activated on a massive scale. This particular TARDIS is run by a renegade Time Lord known as the Controller.

The Controller stole his TARDIS from Gallifrey but shortly afterwards the TARDIS power system broke down and therefore immobilised it. To find power he then converted the interior areas of the TARDIS into a giant killing machine where he materialises around smaller worlds then mines the needed minerals from them. The valuable minerals that he doesn't need are discarded to the surface.

He allows affairs on the surface to run undisturbed to lull the suspicion of the Time Lords and look like a normal planet.

The omens, a great noise like wind (TARDIS demat and remat modes) and the lights in the sky changing are due to the planet's movement.

The controller has his TARDIS entrance hidden at the back of a cave located in the mountain range and these are guarded by many defenses which the natives have built into superstition.

OPENING STORY:

The omens had come again. A great wind and the lights at night changing. Tommorow the people would find the ginat wealth which followed each omen lying in the town square waiting to be divided up by the city's inhabitants.

The most respected man in the town, Omas, was walking down the streets of the city reflecting on how rich he was (not that he was an exception to everyone else). Suddenly a giant roar filled the air and a giant monster stood before him. Its sharp, ravenous claws reached out and the beast devoured most of him leaving only the remains which would otherwise have stuck in the beast's throat.

Other citezens gathered around the remains as the beast calmed down and casualy walked out of the city, no one dared try to stop it. This was the fifth attack by the "Great Beast" and the citizens were terrified.

Deep in the heart of this so-called planet the madman known as the Controller was working at the console. Mining was commencing once more and currently he had enough energy in reserve for 12 time/space jumps. However he needed more if he was going to rule the universe....

The door to the console room opened and in walked the hunch-backed Grog, the Controllers loyal (but semi-intellegent) servant. Grog knew all there was to know about mining. Grog was also the one who left the gems in the streets for the people to find in the morning. "Master, Master! Mining area 7 has broken down."

"You're the expert Grog, fix it! I'll join you in a moment." ordered the Controller.

"Yes Master. Production targets will be set back 7 cycles though. All equiptment has to be shut down while I repair the damage."

"If it must be done it must be done, but hurry!"

"Yes Master..." said Grog, exiting. The Controller went over to his console to commence shut down. "What a stupid beast.", he thought.

In the space surrounding the planet (TARDIS) the Ruton ship was orbiting. "We have almost fixed the position of the Sontaran scout fleet, Commander" reported Ruton 1.

"Excellent. Program the ship for re-entry of the Atmosphere. We will destory the Sontaran menace!" replied the Commander.

There were only about 10 Rutons in the expedition but that would be enough.

The animal re-entered the Sontaran camp. One of the Sontarans was manning an intstrument bank. At the Sontaran's signal the beast returned to its cage.

"It should not be long before we are ready to attack the city." reported the Sontarans.

"Excellent. The minerals found here are needed to finance our war." replied the Commander, "Since our clone machines were damaged we must resort to this method.

Salos was climing the mountain where the Cave of Wonders was said to be located. "Salos the Doubted" they called him. He would prove to them all their superstitions were false. He had heard many tales of lied inside the cave and beyond but it would all be worth it if his reports were true. If his stories were true then once he got to the back of the cave he wound find the souce of the planet's wealth.

Upon reaching the mouth of the cave the man came to the entrance. Beyond the cave entrance lay power and wealth -- and many dangers along the way. Salos was about to realise how dangerous the cave was.

Upon stepping into the cave mouth he suddenly felt a searing pain shoot through his body and he slumped to the ground and died in the most intense pain around......

NPCS IN THIS ADVENTURE:

Gamesmaster may wish to have more than the listed NPCs to make the adventure more interesting. However, GMs are going to have to make up the character data for the below characters anyway, NPC data sheets are supplied only for the Controller and Grog.

BYSOT, the Mayor of Karm. he is totally loyal to the existing way of life and will literally execute anyone who talks of other world possibilites, etc. He is generally a peaceful man but strangers are not at all welcome.

CLOMAS, a young man who beleives that there are other worlds but is afraid to express his views to anyone. A mechanic by trade he gladly listens to the PCs and will help them all he can.

TELA is Clomas' girlfriend and she shares his views. She is the daughter of Byscot and a volunteer policewoman by trade.

DOMAS is the leader of the town volunteer police force. He shares much the same views as Byscot on heresy and he enforces town laws mercilessly. He is also quick to lock up strangers and heretics.

In the Sontaran fleet of 10 scoutships there are ten sontarans consisting of 1 General Class Sontaran, 3 Officer class Sontarans and 6 Soldier class Sontarans.

On the Ruton ship there is a group of 10 Rutons, two of which lead the rest. Statistics for Rutons and Sontarans are found in the Game Operations Manual pages 22 and 23.

GROG, The Controller's Loyal Servant

STR: VII (28)   CHA: III (6)
END: V (15)   MNT: IV (13)
DEX: IV (10)   INT: III (6)

MAX OP END: 30   AP: 9
WOUND/FATIGUE HEAL: 5
PERSONALITY: Squeemish, gentle, brave

APPEARANCE: A male human of short, stocky build and homely in appearance. Appears to be Mature adult but actual age is 25. He has a hunched back.

SKILLS: Negotiation/Diplomacy: V(15)
- Leadership: II (3)
- Triva, Mining Operations: VI(21)
- Civil Engineering: III (6)
- Mechanical Engineering: V(15)
- Electrical Engineering: IV (10)
- Combat: Swords(All types): V(15)
  - Whips/Chains: VI (21)
  - Axes: IV (10)
  - Maces/Clubs: VI (21)
  - Spears: V (15)
  - Polearms: V (15)
- Grappling: VI (21)
- Climbing: VI (21)
- Wilderness Survival: IV (10)
- Brawling: VI (21)

Triva Explanations:

Mining Operations: Knowledge of anything to do with mining and its operations. Includes repair of equiptment, Building new equiptment, maitenance, etc.

THE CONTROLLER Data Sheet

STR: V (15)   CHA: III (8)
END: V (15)   MNT: VI (21)
DEX: V (15)   INT: IV (10)

MAX OP END: 30 AP: 9
FATIGUE/WOUND HEAL: 5

PERSONALITY: Impatient, Boastful
APPEARANCE: Male Gallifreyan. Appears to be tall of average build and striking looking. Physical appearance is mature adult; actual age is 300 with 3 regenerations used. Facial appearance is close to that of the renegade known as the Master.

SPECIAL ABILITIES: Hypnotism
Level: IV Rating: 13 Range: Eye-eye
Endurance Cost: see page 46 of the Game Operations Manual

SKILLS: Armed Combat(all weapons): IV
General Medicine: IV (10)
Psycology: II (3)
Ordinance Construction /Repair: VII (28)
Trap Discovery: V (15)
Trap/Ordinance Disarmerment: IV (10)
Disguise: VII (28)
Lockpicking: V (15)
Navigation: IV (10)
TARDIS Systems: IV (10)
Force Feild Systems: V (15)
Temporal Science: V (15)
Grappling: IV (10)
Martial Arts: V (15)
Ground Vehicle Operations: IV
Temporal Vehicle Operations:IV
Negotiation/Diplomacy: VI(21)
Verbal Interaction: VI (21)

Gamemasters may wish to have the Controller re-appear at a future date in some of their adventures. Perhasaps in this adventure he escpaes the PCs and finds an aleternate way to power his TARDIS, that way the Controller could appear in future adventures. In esscence the Controller could be to the PCs waht the Master is to The Doctor.

AREA DESCRIPTIONS:

Although maps are included and descriptions of individual rooms, this section covers the general areas.

CAVE OF WONDERS is a cave set into the side of a hill. At the back of the cave is the entrance to the Controller's TARDIS. The entrance to the cave has a force feild guarding it, which kills anyone who is not wearing a protector belt(made by the Controller and are found inside his storeroom). It is a level IV task to disarm the instrument bank which is located under a trap door beneath the cave entrance(under where the PCs are standing). Inside the cave are many traps all of which can be passed through if the person has a protector belt. More on these traps is found in the room descriptions.

The natives regard this as a holy area where their god, Zoas, strikes down all who enter. They also believe that in the deepest area of the cave there lies the secret to the the planet's great wealth(this ois sort of true as they will find the door to the Controller's TARDIS.

SONTARAN CAMP: The ten Sontaran ships are arranged in a small circle with the cage for the beast in the center of the circle beside the control bank. To destory the bank is an easy task but it will set the beast free. The beast, however, is harmless unless provoked.

RUTON SHIP: This will be an accesable area to players when it lands. No one has ever been inside a Ruton ship and lived to tell us about it so GMs will have to design this area themselves. The hull, however, is electrically charged and one touch cuases instant electrocution.

KARM CITY has its boundaries surrounded by the habitations of the people. In the center are the town facilites such as parks, town gathering places, etc.

CONTROLLER'S TARDIS can be entered through the door at the back of the Cave of Wonders. The door leads to the console room abd the console room door leads to quarters and supply areas. in a deeper part of the TARDIS PCs will discover the giant mining area where the remains of the planet are.

OBJECTIVES OF THIS ADVENTURE:

PCs have a triple task here. The most vital task is the disarming of the Controller's TARDIS so that no more worlds can be destorved.

Then the PCs must stop the Sontaran's attack on the city nad the Ruton/Sontaran war on this planet.

It is not likely that the PCs will discover all their missions at first. They will be sent by the Time Lords to stop the Sontaran attack on the planet and then the city's population might tell them of the Cave of Wonders. It is most likely that the PCs will stop the Sontarans and Rutons first before dealing with the Controller.

ROOM DESCRIPTIONS: (see maps)

CAVE OF WONDERS:

1. Entrance: Guarded by a force feild. Communications bank which controls the field is located in a trap door outside the entrance.
2. Dalek Room: This room contains 3 Daleks which attack on sight unless you are wearing a protection belt.
3. Cybermen: Contains a Cyberman

armed with a blaster.
4. Minefeild: "X" marks the location of the mines. Players must reach the door without geting blown up. Protector belts or modified sonic screwdrivers can tell the postion of the mines.
5. Movellan room: contains 6 Movellans armed with lasers.
6. Secret Passage.
7. Square room: a checkerboard has been drawn on the floor in black and white. Stepping on the white ones is safe, black ones cause dematerilization to the entrance of the cave.
8. Ring room: Sitting on a silk cusion in the center of this room(on a plinth) is a ring. The ring is safe and acts as a key to all future doors. Placing the ring in slots embedded on the door, opens the door.
9. Force Fields: Force feilds are suspendred from the roof like curtains crashing into one of these causes 1D6 damage points in wounds. Wearing a belt allows the sheilds to be seen.
10. Army Room: Kidnapped hostile life forms are here. There are: 20 Sontarans, 10 Sea-Devils, 10 Silurians, 10 Cybermen, 5 Movellans, and 30 Daleks.
11. Door: This door leads to the Controller's TARDIS and it is openable by a TARDIS key only.

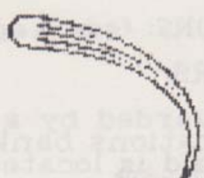
SONTARAN SHIPS:

Map two shoews the layout of the ships. Map three shows the inside of the ship(circular with instrument banks lining the walls).

CONTROLLER'S TARDIS:

1. Console Room: Controls to operate the TARDIS as well as a console added in which stands against the wall, this controls mining operations and power controls.
2. Hallways.
3. Armory: Contains various weapons from various civilizations and societies.
4. Storeroom.
5. Controller's sleeping quarters.
6. Workshop.
7. Grog's sleeping quarters.
8. Mining Area: Surface of the dead planets can be seen underneath machinery which is extracting ore.
9. Food producing area: Food machines are located here.
10. Oxygen machines: producing oxygen for TARDIS.

KARM:



1. Meeting place: town gathering area(community center). Community activities are often held.
2. Farm Fields.
3. Town square: merchants sell goods here, performances are put on makeshift stages by acting troops, etc. This is the center of activity.

ENCOUNTER AREAS:

PC ARRIVAL:

The PCs will materialise just outside the city and it will be the only thing they can see, bar the hills in the distance. Therefore they are most liekly to head for the city.

The inhabitants of the city are unfriendly to the PCs and will generally ignore them and wait for the police, led by Domas, to arrest them.

Before the police get a chance to lead them away the "Great Beast" will attack the city and this will cause enough confusion for Clomas to come and take the PCs to his place.

MEETING WITH CLOAMS AND TELA:

Shortly after the attack by the Great Beast, Clomas will rescue the PCs from the guards and take them to his place where they will also meet Tela.

Clomas and Tela are eager to talk of their theories. They know everything everyone else in the village knows(about omens and the appearance of jewels) and will talk of anything such as the cave, Great Beast, etc.

MEETING WITH THE SONTARANS:

Pcs will have no toruble following the Great Beast back to its lair at the Sonataran camp. The creature is generally stiupid and won't attck for no reason. The Sontarans on the other hand are another matter.....

The entire Sontaran camp can be observed from from one of the hills but you must beware of Sontaran scouts.

If the PCs get close enough to hear what they are saying the PCs will learn of the Sontaran commander and his plans for attack.

If the PCs get captured by the Sontarans the Sonatarans will assume that they are Ruton and agents and proceed to interrogate them to death(literaly).

ENTERING THE CAVE OF WONDERS:

The PCs will hit the force field before entering the cave and once inside they will be attackedby the dangers waiting for them. One thing will be clear to the PCs: This is not magic but science.

ENTERING THE CONTROLLER'S TARDIS:

After gaining access to the TARDIS the PCs will arrive in the console room. There is a 1D6 chance that the Controller is present and starting to do another space jump. If it is a 2 then Grog is about to leave for the surface.

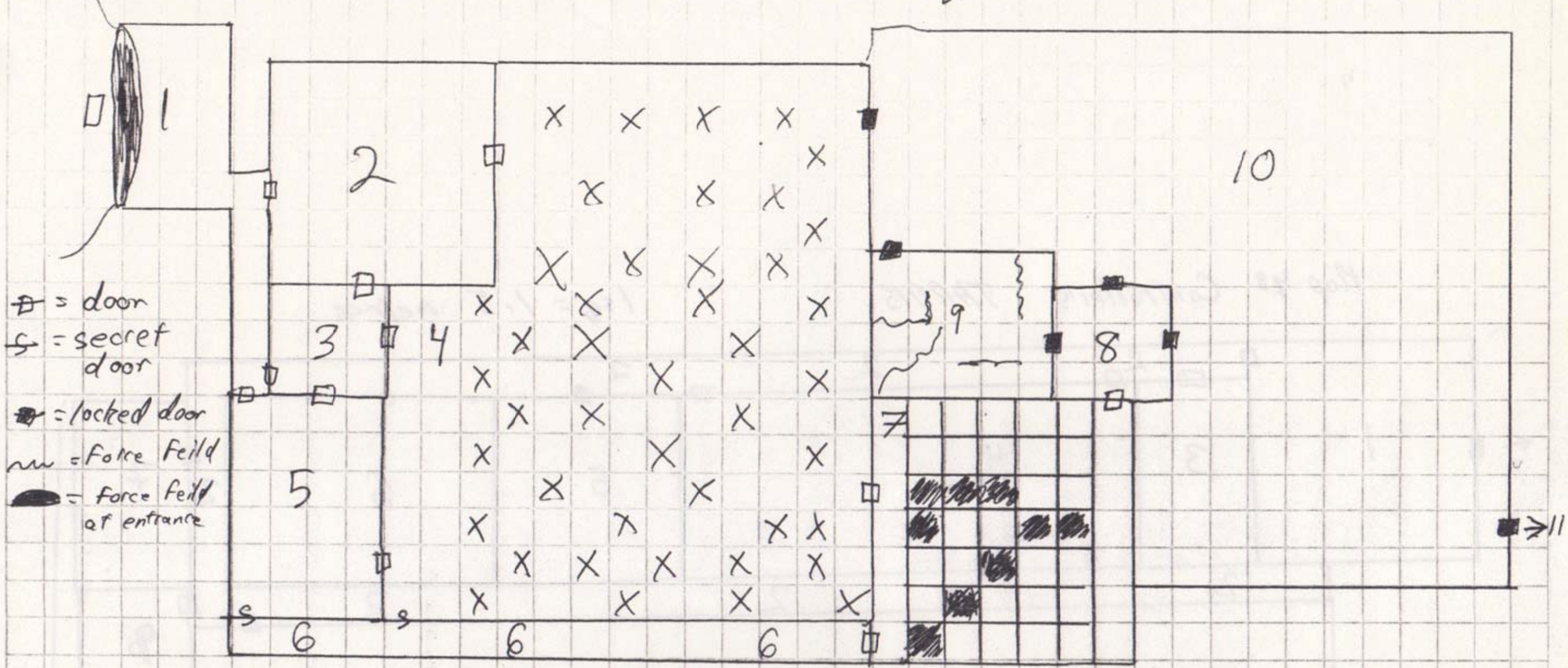
Every ten minutes the PCs are in the TARDIS there is a 1D6 chance they will be discovered.

PCs must rember their mission at this point: stop the slaughter of innocent worlds.

If the PCs are caught the Controller will assume that they are CIA agents sent to spy on him.

Map 1: Caver of Wonders

1 sq = 1.5 metres


1
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3
4
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6
6
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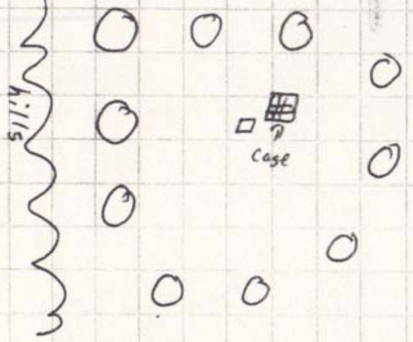
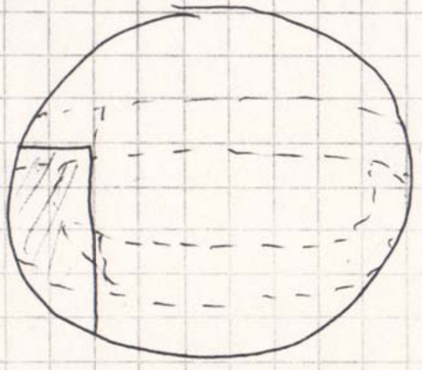
7
8
9
10
→11
s
s
= door
= secret door
= locked door
= Force Feild
= Force Feild at entrance

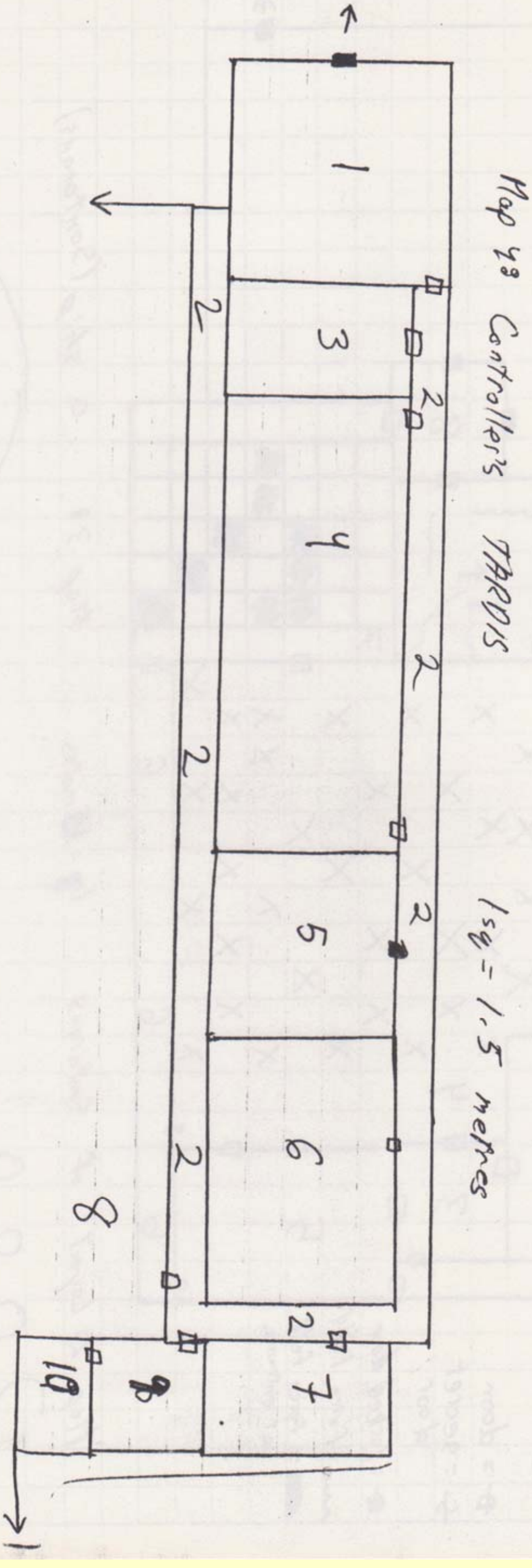
Map 2: Layout of Sontarans

1 sq = 15 metres



Map 3: a ship. (Sontarans)




Map 4: Controller's TARDIS
1sq = 1.5 metres
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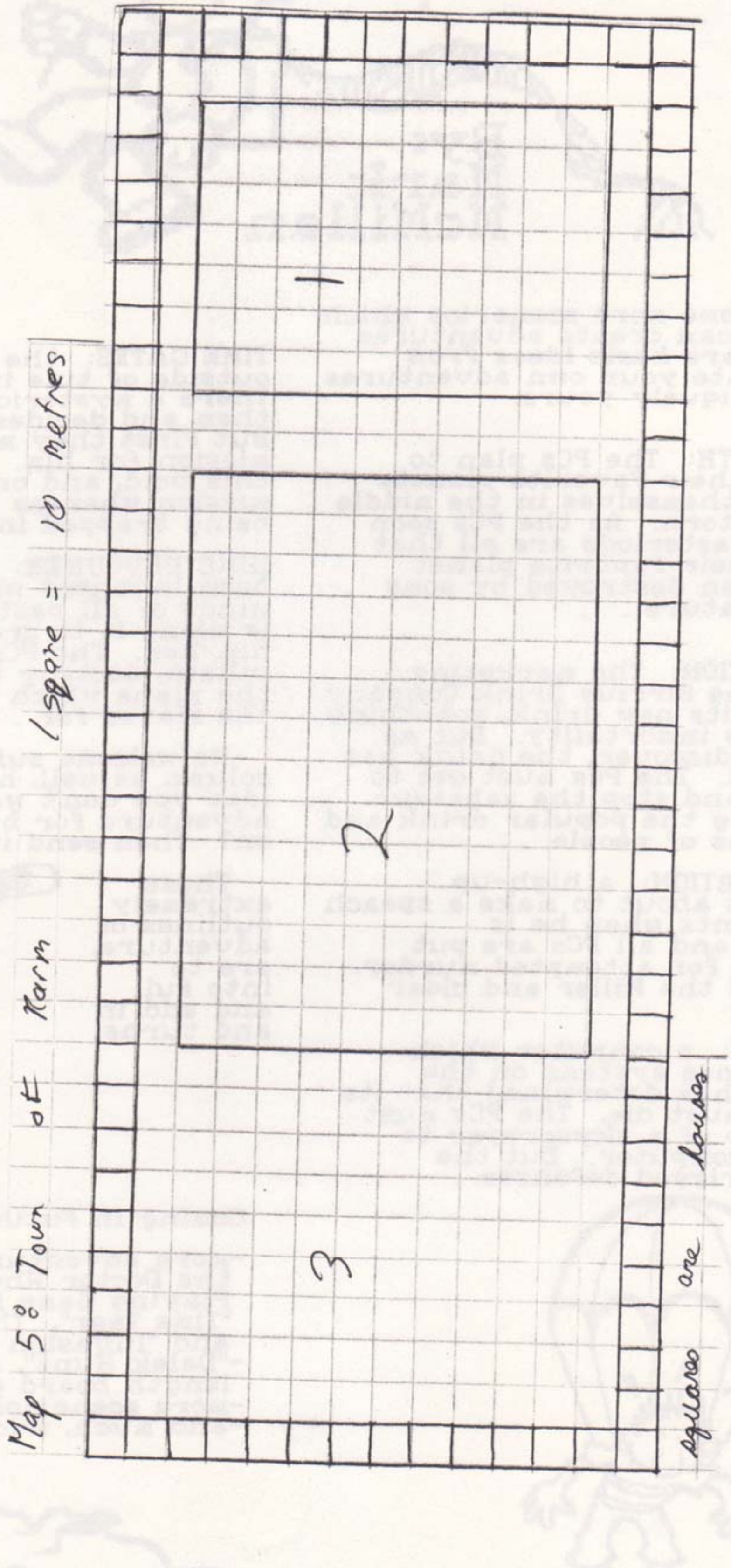
2
5
2
6
8
2
7
9
10


Map 5: Town of Karm   1 square = 10 metres

1
2
3
squares are houses

Scenarios:

By:
Mark
McMillan

Here are some more scenarios which Gamemasters can create adventures from. These are basic ideas from which to create your own adventures which are uniquely yours.

ASTEROID DEATH: The PCs plan to visit one of their favorite planets only to find themselves in the middle of a meteor storm. As the PCs soon discover the asteriods are all that remains of their favorite planet which has been destroyed by some unknown creature . . .

THE CORPORATION: The marketing division of the Sirrius Drink Company is producing its new drink, something which creates immortality. But as the PCs soon discover, the drink has been poisoned. The PCs must get to the factory and stop the sabateur from poisoning the popular drink and killing millions of people. . .

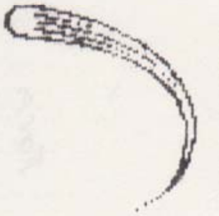
THE ASSASSINATION: a high-up Gallifreyan is about to make a speach to all CIA agents when he is assassinated and all PCs are put under arrest for attempted murder. PCs must find the killer and clear their names.

INTELLEGENCE: a computer which runs all defense systems on the planet Jacos has determined that its inhabitants must die. The PCs must reach the top of a skyscraper to destroy the computer. But the machine has rigged defenses. . .

TIME GATES: the PCs TARDIS is caught outside of time in a freak accident. There a mysterious creature meets them and decides to send them home. But first they must complete a mission for him. He has doorways in this void, and one leads to the mission whereas the others lead to being trapped in a certain time zone.

MIND DEVOURER: a new machine has been invented which erases people's minds of all past memories. A villian is using it to create slaves to serve him/her. The PCs must stop the villain, destroy the machine and stop the plans which the villain is using the slaves for . . .

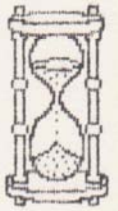
We welcome submissions for this column as well, have you got a good idea you don't want to write an adventure for but would like to pass on? Then send it in!



These are but extremely basic outlines of a possible adventure. Gamemasters are to write these into full adventures, and add in new twists and turns. Have fun!

Coming in future issues:

-more adventures for the Doctor Who Role Playing Game including "Time Tear", "The Games", and "Invasion Force".
-"Dalek Hunt", a full length board game
-more scenarios
-and much, much more !!



We didn't devise a colmn heading for this because we didn't want to draw attention to our top-secret:

CLASSIFIEDS

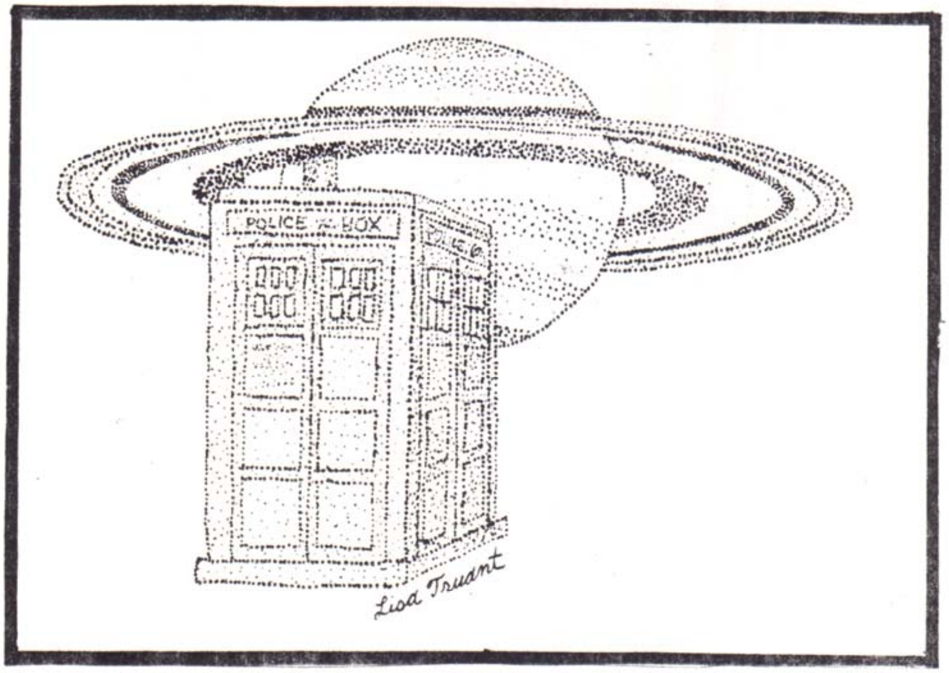
WANTED: Submissions for the next issue of "Time Meddlers". Send them to: Mark McMillan, 289 Simcoe Street, Prince Albert, Ontario, LOB 1P0(Canada). Anything related to DWRPG accepted.

WANTED: Submissions for a 'zine dedicated solely to the Jon Pertwee era as Doctor. A one-time special. Send submissions to the same address as above.

WANTED: Upon Robert Holmes' death we would like to release, for the first anniversary of his death next year, a Robert Holmes memorial 'zine for his contributions to Doctor Who. Anything related to the Holmes era accepted or to Bob Holmes himself. Address same as above.

AUDIOZINE: Read in a submission for a Doctor Who 'zine on an audiotape and send it to us(leave a 10 second gap between different articles.) Address same as above.

HITCH-HIKER'S SPECIAL: Steven Dieter is editing a "Hitch-Hiker's Guide to the Galaxy" one-time 'zine. Anything related to the HHGTTG is accepted. Send to Steven at: Steven Dieter, 2130 - 9th Ave. E., Owen Sound, Ontario, N4K 3H3(Canada).



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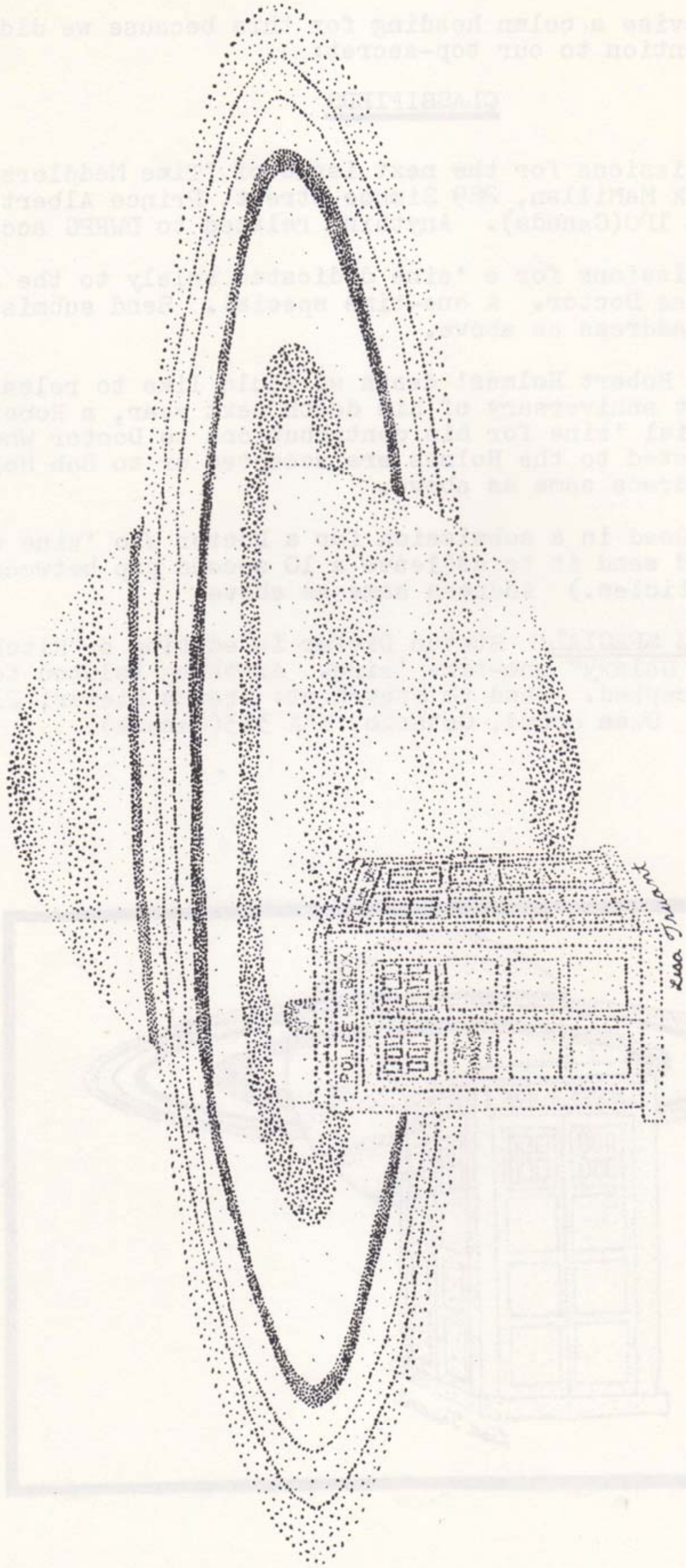


OVERVIEW OF TIME MEDDLERS ISSUE #1 (PROTOTYPE ISSUE) - JULY 1986

THE
DOCTOR WHO
ROLE PLAYING GAME
mini issue
THE FIRST DOCTOR WHO ROLE PLAYING GAME FANZINE(as released by FASA)
Prototype Issue July 1986
$1.00 plus postage
TIME
MEDDLERS
"Time Meddlers" is an amateur non-profit production.
Editor: Mark McMillan
Distributor/Printer: Steven E. Dieter
Art Director: Adam Cookson
PROTOTYPE ISSUE
ADVENTURES THROUGH TIME AND SPACE

- While this was the first issue, the fanzine is listed as "Prototype Issue" on the cover, as well as "July 1986". The cover lists this as a "mini issue".

- The cover of this issue is a photocopy of the second (or third) edition box cover of the FASA *Doctor Who* RPG with the Doctor and Leela replaced by the fanzines title and detailed information.

- Cost of the Issue #1 was $1.00 (Canadian) plus postage. One page 6 of the fanzine it explains that the $1 cover price is the cost for purchase in-person such as at a convention. The cost for mailing is $2.00. While the fanzine is a not-for-profit venture, the breakdown shows that a $2 cost results in a $0.32 overcharge that covers other mailing and production costs. This sort of transparency was very rare in fanzines in the 1980s.

- This issue contains a "Stop the Presses" announcement on the third page that lets readers know that the FASA *Doctor Who* adventure modules "City of Gold" and "The Warriors Code" have recently been released.

- The adventure "Deathworld" is listed as having being written by Mark McMillan and Don Ferguson. Likewise, Don Ferguson is listed in the issue as the Editorial advisor to the fanzine, and claims to be the head of the "Nimon Fan Club" as well. It would be revealed in issue #5/6 that Don Ferguson was not a real person but a pen name for editor Mark McMillan who created the alternate persona as way to bring some levity and humor into the fanzine. Including Don Ferguson as a co-writer of the adventure module was an additional way to make it seem as if he was a real person.

- The "Deathworld" adventure module uses some ideas already seen in *Doctor Who* as a series. The appearance of precious gems that are found after there are "omens in the sky" appears borrowed directly from the episode "The Pirate Planet". The adventure itself primarily features the Sontarans and Rutans (misspelled "Rutons" in the write-up) as well as a villainous Time Lord known as the Controller (who is suggested to be an adversary to the players akin to the Master). The adventure also includes Movellans, Daleks, Cybermen, Silurians, and Sea Devils that the Controller has been collecting as an army. The style of presentation of the adventure is very much a blend of styles. It falls between *D&D* adventure modules from the era (featuring maps of certain areas, with encounters that occur when reaching that area) as well as a linear storyline (for the events that occur at certain times with the main villains) akin to the style being adopted by many games at that time such as the *James Bond 007* RPG.

- The fanzine features a number of reviews of FASA *Doctor Who* RPG adventure modules. The reviews include an overview of "The Hartlewick Horror" (7 of 10), "Lords of Destiny" (2 of 10), and "The Iytean Menace" (10 of 10). All of the reviews were by editor Mark McMillan.

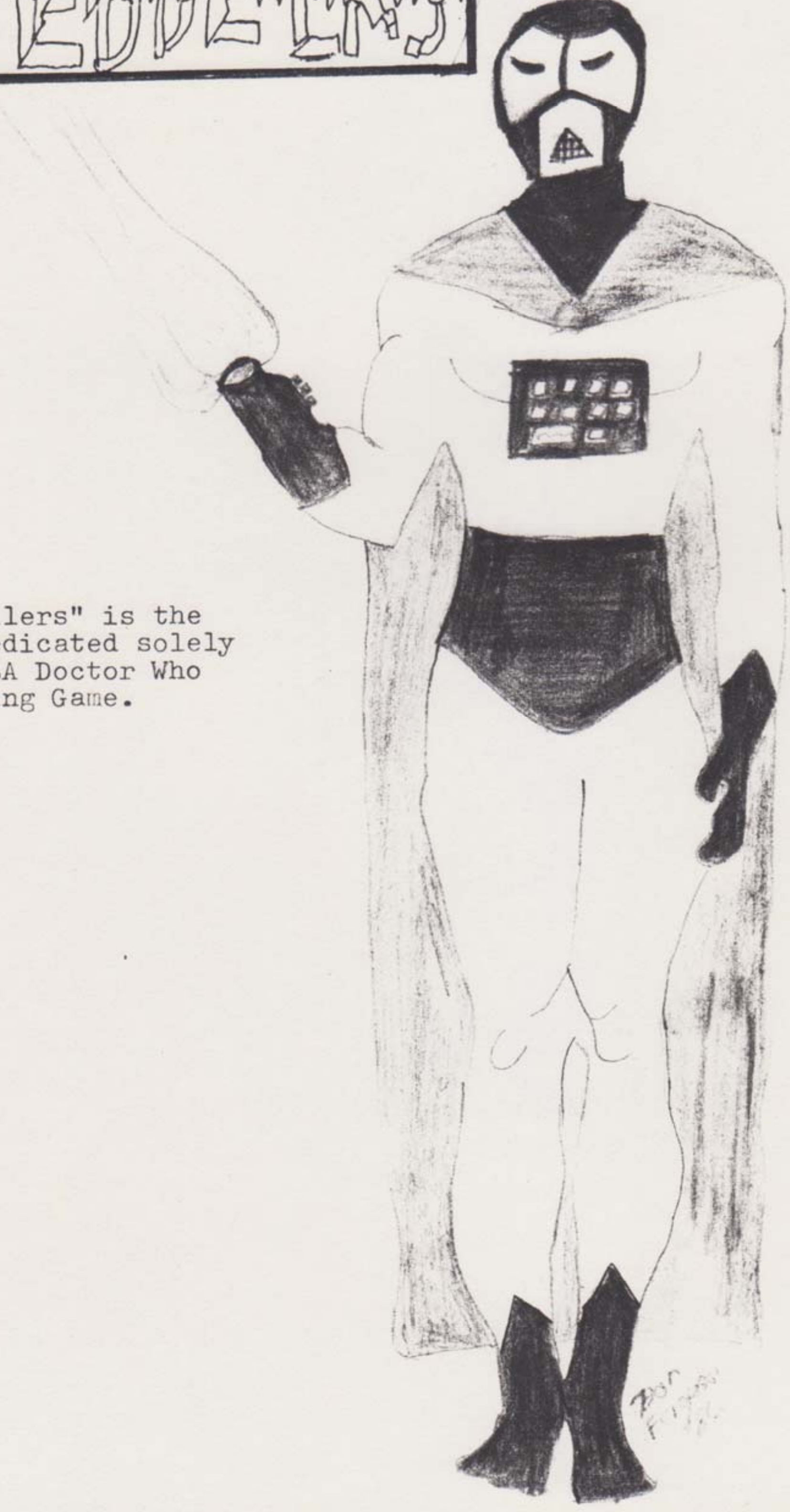
- Zen Faulkes wrote an "Addendum on Energy Weapons" column as a game aid that expanded on ammunition usage for energy weapons. Zen Faulkes would be involved in a number of other *Doctor Who* Role-Playing Game columns and offerings over the years including additional reviews featured in Steven Dieter's *Enlightenment* "Celestial Gamesroom" columns, as well as creating his own *Doctor Who* RPG adventure modules which were released as fanzines ("Desert of Tears", "Sign of Ibis", "Travelogue" Issues #1-4+). Faulkes would later cover the release of the *Time Lord* RPG in the DWIN *Enlightenment* fanzine as well.

SUMMARY: The first issue of *Time Meddlers* would have been a welcome addition to gamer's catalog back in the mid-1980s. It presented capsule reviews, shared new rules, and presented a full-length adventure module. Overall, the issue suffers just a touch from a lack of content and original ideas, but it was the first issue and really just a test to see if there was interest in the fanzine. A successful prototype when all was said and done.

TIME MEDDLERS

$2.50
$2.75 to US;
$3.50 airpost

November 1986 -- Vol. 1, No. 2



"Time Meddlers" is the fanzine dedicated solely to the FASA Doctor Who Role Playing Game.

INSIDE THIS ISSUE:

"History in Perspective"

"Mini-Supplement: The Dominators and Quarks"

"DWRPNet"

"Reviews"

and more........

TIME MEDDLERS ISSUE #2 - PAGE 1 (COVER) - PAGE 2 WAS BLANK

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COVER: "The Destroyer" from 'Foe File' on pages thirteen and fourteen.
By Don Ferguson

TIME MEDDLERS Issue One November 1986 Volume 1, Number Two

EDITOR: Mark McMillan
EDITORIAL ADVISOR: Don Ferguson
DWRPNet: Michael Dawber
DISTRIBUTION/PRINTING: Steven Dieter
GENERAL DOGSBODY: ARC (Logo)
ADVENTURE SERIES: Zen Faulkes

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All materials contained herin are the property of the writer/artist and of this fanzine(the Editor). No materials may be reproduced, in whole or in part, without the expressed written consent of the writer and/or artist or without the written consent of the editor of this fanzine.

"Time Meddlers" is produced tri-annually during the months of March, July and November. Each issue is targeted for release on the first of each month.

Submissions for an issue are due on the first day of the month prior to the release of an issue. No single article/adventure may be larger than 20 pages unless permission of the editor is granted. There is no minimum size for an article. Artwork can be any size but not larger than 8½ X 11 inches.

EDITOR'S DESK

Mark McMillan, Editor

Welcome one and all to the 'first' issue of "Time Meddlers". Our prototype issue did surprisingly well(at least to me) and enforced my belief that DWRPG is strong and alive, even in areas(like here) where FASA products are scarce or even non-existant. We here at "Time Meddlers" have a simple purpose: to spread knowledge of and enhance RPG play accross North America and overseas. We hope you'll take the opertunity to spread your knowledge and discoveries by contributing an article or piece of artwork.

This issue features a mini-supplement on the Dominators and Quarks from the Troughton story "The Dominators"(available on Target books). We hope that any of you who have written supplements will submit them as mini-supplements(ten pages or less) for "TM". We are also planning on starting a "Time Meddlers Supplements Series" for large supplements (10 to 50 pages) but as yet an editor has not been found. Anyone who would like to apply please get in contact with me. We only require three supplements per year from you and you will be given complete control.

A guest editor has been found for "Time Meddlers Full Adventure Series" in the persona of Zen Faulkes! Zen has agreed to take on the job of editor of this TEMPORARILY and will be leaving us shortly. Therefore we need a new editor for this, anyone who wishes to apply can get in touch with me. We only require two adventures per year(minimum) from you if you want the job(adventures are between 20-60 pages)(mini-adventures are to be submitted for TM).

Starting this issue everything is given a number(Gameaids #45, Adventure #4, etc) for cataloging purposes here at editorial H.Q..

TM needs submissions desperatly. We can't keep production up with out help!

A new feature in "TM" is called Foe File. If you've invented a new alien menace, send it in!

Also included in this issue is a reader's survey. I urge you to send the completed one back to us. This is our way of knowing what you think of TM and how we can improve it.

TM has now established a regular policy regarding publication. Each issue is released thrice yearly in the months of March, July and November. Each issue is this size and will sell at this price.

Also, beginning this issue is the DOCTOR WHO ROLE PLAYERS NETWORK, or DWRPGNet, co-ordinated by "Glass Wind" editor, Michael Dawber. We hope our readers will take advantage of this service. Mike will have a column each issue.

On the news front: Don Ferguson(Editorial Advisor) will be guest editor for an upcoming issue! I've told him to not ramble on about Nimons if he does.

"Don't worry, the three won't hurt you!",

Mark McMillan

DISTRIBUTOR'S REPORT

Steven Dieter,
Distributor and
Printer

I hope you all had a great RPG summer. Sorry to all of you who were expecting us at Who Party 8 in Toronto but problems will be problems(yeah, and D. Ferguson is the biggest! - Ed).

Last issue I said I would have a list of mail order items. Well, there isn't much merchandise in Owen Sound, but I have compiled a list of everything related to the game from FASA, as of September 30, 1986. This list is featured elsewhere in the issue. Good luck in completing your collections.

Hope you enjoy this issue. For those of you interested in how well the prototype issue went, an executive treasurer's report has been prepared. Send a SASE or ask for one with your next order.

One final note: To Don Ferguson -- Ogrons are just as tough as Nimons. I've also seen his sister's drawing of the Power Complex(You've got my sympathies - Ed.) Looks like something Don would do, he can't even stay in the lines!

Beware of Weng-Chiang,

Steven Dieter

TREASURER'S REPORT

Issue One November 1986 Vol. 1, #2

Photocopy: $1.25 Paper: $0.15
Postage: $.068(in Canada) (US -- $.085; Overseas --$1.65)
Envelope: $0.15 Overcharge: $0.27

Total: $2.50

Totals Elsewhere: $2.75 in the US, $3.50 for airpostage(Canadian Funds)

THE ED-VISOR's REPORT

DON FERGUSON

EDITORIAL ADVISOR'S REPORT

I'd like to welcome everyone to the second column of the Editorial Advisor's Report, written by myself, Don Ferguson.

Unfortunatly not alot of people have sent in their New Zealand nickles for a photocopy of the "Horns of Nimon" book cover and a drawing from my 3-year-old sister of the power complex. I'm afraid that offer is now terminated. But I have some new news on the Nimon Front:

"Clones of the Nimon" is a 6 hour fan-made video which sells for the low, low bargain basement price of 10 grand. Its subtitle is "Nimon Invasion of Earth" and it features everal gripping events that occur when the Nimons land here! You can watch as the Nimons offer Candian Prime Minster B.M. Free Trade for a sacrifice of soveregnty, watch as the Nimons help the US fund the major threat to the galaxy: Nicaraugua! Nimons also feel that they are a threat to the free cosmos. Also: The Nimons join a certain Australian fan leader in helping assassinate the producer of DW, rumour has it that the new power complex is located in the Aussie outback and the most thrilling bit, season 45 will be the longest DW season ever, 54 weeks and will feature on massive 54 part story titled "Trial of a Nimon". I,for one,can hardly wait! The group making this video "Erato productions, Inc." is also planning several sequels: "Parents of the Nimon", "Teachers of the Nimons", "Nimon, Nimon burning bright....", "Nimon From the Pit", "Ressurrection of the Nimon", "Destiny of the Nimons", "The Unearthly Nimons", "The Web Nimons", "The Nimon Masterplan", "The Nimon Maker", "Tomb of the Nimon", "The Nimons of Death"((Is there any other kind, ed)), "Colony of the Nimons", "The Green Nimon", "Ark of the Nimons", "Terror of the Nimons" and much more!

These are about to commence filming on a budget of $3.

By the way, I may be guest-editor for the first anniversary issue of "Time Meddlers". Stay tuned for more details on that.

Nimons could beat the crap out of
Erato!,

Don Ferguson

THE DOCTOR WHO ROLE PLAYER'S NETWORK

Co-ordinated
Michael Dawber

THE DWRPNet

By Michael Dawber

Ta-Tum! From the limestone heart of farmer country, I bring you the Doctor Who Role Player's Network. I would like to give some credit to both Steven Dieter, who got me going on this insane venture, and to Mark McMillan for letting me bung this in "TM". (This will also appear in the fanzine Glass Wind every issue)

So,here goes. The purpose of the network is to allow players to trade DWRPG related goodies across the kilometres. It condenses some of TM's functions into a compact, want-ad styled column. What we need from you, gentle reader, are short bits about some of the following: i)Modules that you've made yourself for trade or sale; ii)short ideas for modules that you don't have time to write yourself; iii)modules that you've worked over until "Ambassadors of Death" looks like and under-length two parter, and would like someone else to muck about with. And perhaps, if you live in a DWRPG wasteland like I do and would like some of FASA's modules(I can't think why anyone would!), ask someone who lives in a big city near upteen dozen game stores to get one for you. As has been said "Neat, isn't it?".

Tally-ho! To get this off the ground, send your goodies to me at this address: The DWRPGNet - Glass Wind, c/o Michael Dawber, Box 351, Station 'A', Kingston, Ontario, K7M 6R7. DO NOT send any materials to Mark McMillan, Steven Dieter,TM, or anywhere else. As well, I regret to say that this is only open to Canadian residents. Hope to hear soon!

EDITOR'S NOTES: Don't forget "Time Meddlers" needs submissions of adventures as well! Also, since I'd like TM to be international, how would anyone like to co-ordinate a similar network in the US or overseas? Get in touch with me at the editorial address please! Anywho, welcome aboard Mike and I hope this all works out for you.

ADDRESSES

FASA Corporation,
P.O. Box 6930,
Chicago, IL 60680
USA

((Write to them and enclose a Self-Addressed Stamped Envelope or an International Reply Coupon if you live outside the US for a catalog))

"TIME MEDDLERS":

"TM EDITOR'S DESK",
c/o Mark McMillan,
289 Simcoe Street,
Prince Albert, Ontario
L0B 1P0

((Send submissions and your comments here))

"TM DISTRIBUTION",
c/o Steven E. Dieter,
2130 - 9th Avenue East,
Owen Sound, Ontario
N4K 3H3

((Purchase your issues of TM from here))

"DWRPNet - The Glass Wind",
c/o Michael Dawber,
Box 351, Station "A",
Kingston, Ontario
K7M 6R7

((Handles the Role Player's Network, all corespondance regarding this here))

"TM FULL ADVENTURES",
c/o Zen Faulkes,
Apt. 10A,
175 Columbia Blvd.,
Lethbridge, Alberta
T1K 4B7

((Acting editor of the full adventure series. At the moment he receives all submissions of adventures which are to long for TM))

"TM SUPPLEMENTS",
????????????????

((An editor is needed))

TIME MEDDLERS FULL ADVENTURE SERIES

All correspondance is to be currently sent to Zen Faulkes.

Basically what this series does is print adventures between 20 and 50 pages in length,which are too long to print in the regular "Time Meddlers" fanzine. Send your submissions to Zen.

A new editor is required for this series as Zen desired only to hold the job for a short while(as short as possible). We thank him for taking on the task while we look for a new editor.

GAME AIDS

For Your DWRPG

Submissions for this column are always welcome. If you've done something to enhance your RPG play, send it in!

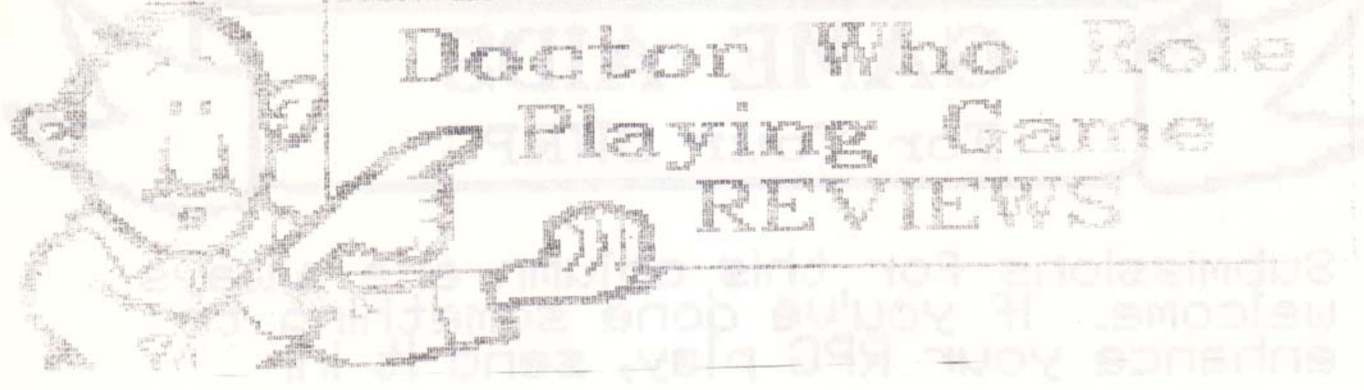
GAMEAIDS #2: HISTORY IN PERSPECTIVE

Historical adventures play a mjor part of your Doctor Who Role playing universe, and if they don't they should. However some Gamemasters have ruined these historical adventures with their lack of historical knowledge. This lack of knowledge was most evident in playing pre-written adventures such as FASA's "Legions of Death". I would now like to give Gamemasters a few guidelines which may help them put their players in historical eras with a greater degree of accuracy.

1. If you are writing a historical adventure, especially about a period of which you know next-to nothing about, then go to your local library or history teacher and research the era. Examine encyclopeidias and read up one or two good books on the era. I myself find that movies(if you can find good ones which are accurate - a history teacher can be invaluable here) are the best teaching aids because you can actually see everything before your eyes.
2. If you are putting characters in a strange era which they are likely to know very little about recommend that they get breifly get aquainted with the time period.
3. Customs and religions of the people who you encounter are extremly important. Not following customs of the people can get you into alot of serious trouble(interesting possibilities here...). For example if you are a female PC wearing a mini-skirt in Victorian London you are not going to be well received(remember ankles were considered obscene).
4. Technology not already invented by the time of the era should be disallowed by the Gamemasters(make up some CIA rule or something). Use of these items by PCs is usually alright but suppose it gets lost or something, you are in danger of destroying the Time lines.
5. Interaction with NPCs should relate only to the matters at hand. Don't get the Players involved in conversations about time travel or advenced technologies, etc. You are in danger of destroying the Time lines.
6. Don't materialize the PC's TARDIS in an important situation either important to the adventure or to history. Let them slowly and carefully discover the action, it makes for a much better read. And don't have the TARDIS materialize durring the signing of the Magna Carta or anything like that!

In short, common sense is needed when putting PCs in Historical situations. They should enjoy themselves, rummaging around through history, as this is one of the major advantages of Time travel.

By Mark McMillan



Doctor Who Role Playing Game REVIEWS

All reviews are by Mark McMillan unless otherwise credited. Below are reviews for the series of "Create Your Own Adventure" with Doctor Who books. These books, aimed at both fans of Doctor Who and of Role Playing, we feel are suitable to review in this fanzine.

Crisis In Space -- Written By Michael Holt

This book concerns a plot by the evil Garth Hadeez to place a black hole in our solar system. Only you, the Doctor, and Peri with Turlough(how did he get on board?) can save our world from destruction! Whew! All that excitement in one book, how can I stand it?

Well I can't. This book is an absolute disgrace. Its got a poor basic story to begin with but the writing by the incompetant Mike Holt just makes this story a chore to read. The book is the most amateur, juvenile and childish drivel I have ever had the misfortune to read -- anywhere!! A 3-year-old would consider this book childish!

The author apparently feels that we are idots(we must have been to buy this book) as he capitalises all his bad puns. Let me give an exact quote: "....stands a glowering hulk of a huMANoid. Beside him towers a stunningly beutiful WOMANoid." Now if the Author feels the need to capitalize horribly bad jokes he goes on to be inconsistant by describing the woman as first beautiful(see above) and then calls her ugly for the rest of the novel(apparantley she has snakes for hair -- whatever turns you on Mike....).

In closing I have to say that these books should be burned and I now have to go off for therapy. A kindergarten could have written better stories(I often did!)! If you do feel compeled to torture yourself by buying this book then wrap your head in a towel, you won't miss much!

Search for the Doctor -- Written By Dave Martin

I thought I might be saved from having another bomb here when I found out that the writer, Dave Martin, is none other than a past DW scripter(Bob Baker and Dave Martin: remember them?). In this story the Doctor is captured by Omega and you along with Drax and K9 must go and rescue him.

The book is quite enjoyable -- almost DW script material(hell, JNT will produce anything). I liked the twist of having to rescue the Doctor alongside two of the most memorable characters ever to appear in DW. You know this book has got to be interesting when you learn that Drax's TARDIS is stuck in the shape of a 1956 Cadillac Eldorado -- pityits now 2056! The rest of the book holds up as stimulating, and Dave Martin should have novelised a script.

A good book doesn't need alotsaid about it. This book has strong characters and an interesting and fast-paced plot. I do recommend it.

If you'll remember last issue we printed breif reviews of three of the FASA adventures. Now I would like to complete the list with the two remaining adventures: "Countdown" and "Legions of Death". But first here is a brefi summary of the last three:

The Iytean Menace By J. Andrew Keith: "the best adventure to date"
Lords of Destiny By William H. Keith, Jr.: the worst FASA adventure to date, and a disgrace"
The Hartlewick Horror By Ray Winniger: "good; recommended"

Countdown Written By Ray Winniger

"The sudden appearance of a dangerous gravity buble causes the TARDIS to materialize aboard a ship of the Earth Empire on an emergency mission to deliver a vital serum to a plaque-ridden world."

This adventure is one of the best, second only to "The Iytean Menace". An added bonus included with this adventure is a section for beginning Gamemasters on how to run adventures and campaigns.

The one flaw in this game is the cover featuring the Cybermen - besides resembling the pitiful FASA miniatures they inside of the book states that the arreapance of Cybermen is ment as a surprise yet here they are on the voer for all the world to see! Oh, well its an imperfect RPG universe...

The story does have similarities to Earthshock but it has enough twists in it to keep your Players interested for a long time(relativly speaking). Its an excellent adventure and I do recommend it, especially for the beginning Gamemaster.

Legions of Death Written By J. Andrew Keith

"The Legions were on the march but Rome had never faced an enemy like this one. An evil renegade Time Lord has allied himself with British tribesmen to lure a Roman army -- and a Roman emporer into a deviously plotted trap. History will be changed and an army of fanatic conquerers set loose upon the Galaxy if the Time Lord and his companions cannot stop the renegade's sinister plans..."

Sound interesting? Well it is. Its got an interesting little scenario but the adventure is not as well fleshed out as I had hoped. The adventure is still highly recommened on condition that the Gamemaster play history with accuracy.

The adventure is highly recommended but only after GMs have several adventures' experience.

Miniatures Review: The Cybermen

First of all let me say that I never wanted these in the first place. I had ordered the supplement of the same name but they messed me up. But Itook them partly because they were cheap($5) and partly because I didn't already own a set.

I knew I was in trouble when I took them out of the box and one fell flat on its face. Still hopeing I picked them out to examine them.

These three Cybermen have different postions: one has his arms spread wide to attack, one has one hand pointing and the other holding a gun and the thrid is lying face down on the table.(It would have been holding its gun in the air with the other hand at its side). Oh, and they are only an inch high as well.

They aren't that bad except that each Cyberman has a different facial expression: need I say any more?

All of the following reviews are by Steven Dieter unless stated otherwise.

THE DALEKS(Supplement)

This two book set covers everything and anything a player or GM could want to know about the Doctor's most popular adversaries.

The Player's book focuses mainly on the Physiology and History of the Daleks; whereas the GM's book covers the History of Skaro, Davros and the Daleks not to mention the Organization and Mechanics of the Dalek unit. Tactical movement, combat and damage figures are also featured.

If you know little of the Daleks or you wish to confirm all you know, I reccomend this set. Even though the price($10 US)may seem a bit high for what you get at first, the information is worth it.

Miniatures Review: Companions Set #1

FASA's first attempt at companions picks three of Tom Baker's companions: Sarah Jane Smith, Leela and Adric.

With FASA's miniatures you seem to see that the facial features are not terrific. However I feel that after seeing half of the sets, FASA only wanted to portray the character rather than the person. An example is Leela. The facial features are poor, but her costume fits her character(knife, wearing skins).

If you want the idea of the character then get these. If not, try Fine Art Castings.

Miniatures Review: Ice Warriors #9509

This set features two Ice Warriors and their commander.

The idea of the Ice Warriors is well represented in their costumes. Since there are no facial features to construct, the miniatures have a better appearance.

I liked these miniatures and at $4.50, these are worth the money.

The Master(Supplement) Review By M. McMillan

Although this was my first supplement to see I must say I'm very disapointed with it. The artwork is nothing more than a carricature of the person(s) they are trying to draw in most cases and photos are not used as well as they might have.

One thing constantly irks me about FASA and that is this desire to make up fabrications about the characters in the series. I'm not intererested in what the writer's PC has discovered during his encounters with the Master(interesting to note that he is always acompanying the Rani during these stories) or any other lies that the writer feels makes a good read, most of them out of character for the Master.

The Supplement also keeps re-stating what it has already said, even the artwork(I counted one picture 3 times!). The set contains two books: 1-62 page book for Gamemasters and a 16 page book titled "CIA Extracts" for PCs' data banks.

The book also contains many inacuracies for the facts that do concern the TV show such as leaving out "The King's Demons" and "Planet of Fire" in the TV show listings, even though they are constantly refered to throughout the book, perhaps more than any other story.

I think I may buy one more FASA supplement(Looking forward to "The Sontarans" supplement) and if FASA doesn't drastically improve these supplements I shall not be buying any more of them.

MINIATURES REVIEWED

By Steven E. Dieter

#9505 and #9506

The two sets go together to form a small band of militiamen. The Brigadier sports his cap and a baton while Benton carries a pistol. The four troopers carry SMG's with two wearing belts.

#9507

The one PC looks as though he is wearing some sort of Hallowe'en costume,with a jacket with diamond patterns on it. The second appears to be wearing a pendant, while #3 has a tall hat, cloak and sword.

#9508

Three querillas sporting weapons and helments.

#9509

An Ice Warrior commander with two soldiers.

#9510

The first is tall and feminine. The second sports a long cloak while #3 props himself up with an umbrella.

#9511

Delgado's Master looks on while a wonderfully crafted Davros orders a Dalek.

#9512

This set features K9 and what appears to be the first Romana and perhaps the second as well. No positive identification has been made yet.

#9513

The first PC is wearing a suit and carrying a Teddy bear in one hand and a pistol in another. Number two is in some sort of old military uniform and carrying a ghetto blaster(Are you serious Steve, -Ed?). The third is wearing gloves and using a sonic screwdriver.

#9514

One of the Sea Devils is carrying a weapon while the other two are standing in exactly the same postion.

I have only three complaints about these miniatures:

#1: The Daleks have 56 sensor globes instead of 52(according to the Severn House DW Technical manual).
#2: The facial features are extremely poor. The costumes, in most cases are recognizable. Perhaps they could be improved.
#3: How would Gallifreyan Time Lords know about Teddy Bears and Ghetto Blasters without actually having gone to Earth?

I would probably rate the sets a 6 to 8 out of 10, depending on the quality of each set. I rate the FASA Daleks as an 8 out of 10.

The Doctor Who Role Playing Game's
FOE FILE

FOE FILE #1: THE DESTROYER Created by Mark McMillan

The Destroyer has got to be one of the most powerful rengades that the PCs are ever likely to encounter.

This Time Lord was once a follower of the cult of Morbius when Morbius attacked Karn to get the elixir of Life. It is rumored that Morbius held him in high regard but this has yet to be confirmed. During the final battle of Karn against the Time Lords and their allies the Destroyer(as he was nicknamed due to his habits of shoot-first-ask-questions-later attitude) was badly wounded by stazer fire. He managed to make his way back to the TARDIS where he regnerated for the last Time in his Zero Room.

However the regeneration was a failure and it would become even more increasinly unstable until finally the Destroyer would die in about a year(a short time to Time Lords). But it was unlike the Destroyer to give up quite so easily....

Before the Time of his death the Destroyer managed to build a very sophisticated life-support system out of the multitude of resources available throughout the universe. His suit was a type of metallic frame covered in rubber(his suit). For his outfit he choose a combination of white/black with a grey cape. On his cheast is mounted a small control unit. His right arm is detachable(hook) to reveal a very powerful blaster concealed beneath(it has its own control setting along the arm). Inside his head contains the only remaining living area: his brain. The mask protects his brain and would likely destroy him should it be removed or destroyed.

He can breath in any anvironment via the respirators which adapt to any conditions. His eyes are perfectly attuned with infra-red if needed. He does not have the feelings of touch and taste(but does have smell). He also has no need to eat.

Inside his upper torso is a small re-charable power system, this runs his entire systems. Once charged up from the Destroyer's TARDIS for an hour this system will run his for a week, Provided he doesn't use his blaster which subtracts an hour from each shot.

The Destroyer's TARDIS is a Type 40 Mark II, the same model as the Master's and is in perfect working order.

The Destroyer hates all Time Lords for doing this too him and he is no longer a follower of the cult of Morbius. He has basically two motives: revenge against the Time Lords and conquest.

The Destroyer is very boastful and self-confident. He has a generally dis-agreeable personality but can be pleasant if he so desires. He rarely makes alliances and kills people who are of no further use to him.

The Destroyer is servced by the mercinary Ogrons whom he promises wealth from his plundered planets which he has been able to pay them because he has been doing alot of that lately...

THE DESTROYER Character Data Sheet

STR: VII
END: VI
DEX: V

CHA: III
MNT: VII
INT: V

MAX OP END: 42
WOUND/FATIGUE HEAL: 6(each) Note that the Destroyer never gets tired until batteries run down.

APPERANCE: N/A Age: 1,500 No further regenerations possible.

PERSOANLITY: Boastful, Tempormental, Snobbish, Patient

SKILLS: **This is up to the Gamemaster although it should be remembered that he has a computerised memory bank, a mechanical body, etc. Two skills which remain constant between GMs are given below. Keep in mind also that he has alot of experience and knowledge with him.

Built In Blaster: VII*
Infra-Red Range: 100 metres

*The blaster detracts an hour's worth of energy from the power packs and causes 3D6 + 2 damage. It is of the Destroyer's own design.

Picture of the Destroyer on next page.

EDITOR'S NOTE: So concludes the first segment of "Foe File", a new regular feature in "Time Meddlers". If you've created an interesting enemy of any sort, be it a renegade Time Lord or an alien race then send it in and we'll put it in a future column. Please do not flood me with 200 renegade Time Lords, if you have created a renegade, make sure it is something new and original. Just a reminder that submissions are always wanted for any part of this 'zine(hint! hint!)

GAME AIDS
For Your DWRPG

Submissions for this column are always welcome. If you've done something to enhance your RPG play, send it in!

GAMEAIDS #3: DISEASES AND INFECTIONS ON ALIEN WORLDS

Landing on alien worlds can be risky at times and one of the things which may happen to approadhing PCs is that they could catch some sort of alien infection or disease. Below I present some charts which GMs could use if they want to trhow in a "extra" to keep the adventure interesting. The adventure could stay for the rest of the adventure and, of course, the PC should(most times)know of someplace to find a cure. Perhaps the search for a cure is an adventure in itself?

Use of this system is easy. Gamemasters should,at the source of contact to get the infection, roll on Chart A with a 1D6. If you are refered to another chart roll on that chart until you get an answer.

This system is designed only to provide an added twist to the game and make play that much more interesting. Some of the effects of these charts aren't the best and GMs may wish to substitute the present infections for more interesting ones.

This system is also a great way to get back at Players you don't like....

A: MASTER CHART

Die	Type
1	Instanity(roll on chart B)
2	Nervous Breakdown
3	Paralysis(see chart C)
4	No Effect
5	Plagues(see Chart D)
6	Weakness(loss of 5 Fatigue points throughout adventure-constant)

B: INSANITY CHART

Die	Type
1	Meglomania(thinks he should be party leader, etc)
2	Hallucinations(periodic)
3	Cleptomania(compulsion to take anything whether they want it or not)
4	Vegetable Mentality for 1D6 days
5	Criminally Insane(enjoy youself GMs!)
6	Hallucinations(assosiate something for something else always)

C: PARALYSIS TYPES CHART

Die	Type
1	Legs immobile
2	Can't speak
3	Arm(s) immobile
4	Temporary Blindness
5	Temporary Deafness
6	No feeling in arms/legs

D: PLAGUES CHART

Die	Type
1	Bubonic Plague
2	Insanity(roll on Chart B)
3	No effects
4	Paralysis(see Chart C)
5	GM's pleasure
6	Death after 5 hours unless cure is found

Here is a chart of some interesting ways to die, use of this is up to GMs.

E: DEATHS

Die	Type
1	Slow and agonising(GM choice)
2	quick and easy(GM choice)
3	Spontaneus Human Combustion
4	Body temperature drops and you freeze
5	Brain explodes(yuck!)
6	Dehydration

By Mark McMillan

CLASSIFIEDS

WANTED: Someone to trade videos/audios(including Audio-Visuals) with.
TIME MEDDLERS: Needs submissions for the March 1987 issue. Deadline is Febrary 1, 1987.
CARNIVAL OF CREATIONS: A Robert Holmes memorial fanzine is being formed. Contributions of artwork, articles, reviews, etc are needed.
NEUTRON FLOW: A DW audiozine needs submissions. Read your articles on a cassette tape, leaving 10 seconds between individual articles, and we will mix them on this fanzine.
EXILE: A third Doctor fanzine needs submissions. This will be a one-time special.

Send all of the above care of: Mark McMillan, 289 Simcoe Street, Prince Albert, Ontario, LOB 1PO(Canada).

FASA PRODUCTS

Below is a list of FASA products accurate until September 30, 1986. Thanks go to Steven Dieter for compiling this list.

Note that the second number in the Stock # indicates what the item is: 1 is Supplement, 2 is Module, 5 is miniatures. The basic Game is 0 and the books are #89--.

Prices are not given as they differ by store and country. But generally (in Canada) the Supplements are $15, the adventures are $10, and the Miniatures are about $5 to $8 depending on how many.

#9001	The Doctor Who Role Playing Game
#9101	The Daleks
#9102	The Master
#9103	The Cybermen
#9104	The Sontarans
#9201	The Iytean Menace
#9202	Lords of Destiny
#9203	Countdown
#9204	The Hartlewick Horror
#9205	The Legions of Death
#9206	City of Gold
#9207	The Warrior's Code
#9501	The Five Doctors
#9502	Companions Set #1
#9503	The Daleks
#9504	The Cybermen
#9505	The Brigadier and UNIT Troopers
#9506	Sergeant Benton and UNIT Troopers
#9507	Male Player Character Time Lords
#9508	Temporal Marauders
#9509	Ice Warriors
#9510	Player Characters Set #2
#9511	The Master, Davros and Dalek
#9512	Companions Set #2
#9513	Player Characters #3
#9514	Sea Devils

ED'S NOTE: "The Cybermen", "The Sontarans", "Warrior's Code" and "City of Gold" are not available in Canada as I write(Mid-October).

DUE OUT FOR OCTOBER: Two Solo Adventure books

#8901	Doctor Who and the Vortex Crystal
#8902	Doctor Who and the Rebel's Gamble

ED'S NOTE: Why does FASA release more Miniatures(their worst product) than anything else? I, for one, would rather see more modules than anything else and I hope the two Solo books prove good.

LETTERS TO THE EDITOR

"Time Meddlers", c/o Mark McMillan, 299
Simcoe St., Prince Albert, ON L0B 1P0

LETTERS TO THE EDITOR

"Dr. Ruth, I have this problem....."(Whoops! Sorry, wrong letter.) "What exactly is the job performed by the Editorial Advisor?"

Don Ferguson, Editorial Advisor

((You've started early today,Don. Well for those of you who want to ask this question I'll answer it right now. The Editorial Advisor is basically what could be called "Assistant Editor", only with less power. He advises me on what would make good articles to include, the format of the 'zine and column headings, etc. He would also take over editorship if I go away for a while(Oh, God!). I hope this has answered your question, now why don't you get busy and do something instead of worrying about Nimons!)) ((On to serious letters....))

"TM was rather good; job well done for a prototype issue. I must admit that "Deathworld" was not the most original of modules, but I'm sure things will improve as time goes along."

Michael Dawber, Glass Wind Editor

((A multitude of thanks for your comments, Mike. Yes I too must admit that 'Deathworld' was unoriginal - it was all Don's fault really! just kidding D.! - As I've said, I'm exhausting my creative energies and the only way TM is going to get better is with our reader's help and submissions.))

"I finally saw "TM" and actually, I liked it, although the maps were ludicrous. I really liked the computer-generated art, and the module was fairly good, if not a little vague. I rather like the idea of 'adapting' the original teleplays(FASA is restricted by copyright). The Gameaids section was interesting - I would recommend a similar article in 'White Dawrf #80'. I'd love to join Don Ferguson's club but the price would have to be lowered before I do! I'm also curious as to whether my favorite character ever in DW is included in the club's limits - Proctor Neman from "Keeper of Traken"?"

Ben Hakala, R.S.P.C.O. Organiser

((Thanks for your comments. Don Ferguson replies to that last comment:))
((Hi Ben. You want a humanoid life form to be in the same catagory as the Nimons? HA! I'm sure you'll agree that there is nothing like the Nimons.....))

Time Meddlers' MINI-SUPPLEMENTS

MINI-SUPPLEMENT #1: THE DOMINATORS AND QUARKS

Written By Zen Faulkes!

In this, the first "Mini-Supplements" column, writer and Gamemaster Zen Faulkes take a look at one the second Doctor's enemies, The Dominators and their robots, the Quarks. Future submissions are always welcome!

THE DOMINATORS

"They're a bloodthristy lot, these Dominators, aren't they?"
-The Doctor

HISTORY:

Early in Galactic history, the race that became the Dominators developed advanced technology - technology more than sufficient to launch them into deep space. A highly agressive and merciless race, they set out on waves of conquest from their home planet(The name of which is unknown at present). With their robotic Quarks serving as shock troops, they quickly expanded their base of power over many less advanced planets. It was around this time that they took the name of the Dominators.

Their invasions continued, until they were by far the most powerful force in their home galaxy. They even referred to themselves as "The Masters of the Ten Galaxies" - a blatant overstatement, as they only had a few outposts and preliminary expeditions in nine of them.

But the Dominators made preperations to send war parties on major invasions of other galaxies - Mutter's Spiral amoung them. In doing so, they required slace labour for their home planets to free Quarks for missions of conquest. This was usually acomplished via a small expedition landing on the prospective planet, then evaluating the native race for suitability for slave labour. Should a world's populace prove to be unsuitable(as was decided of the planet Dulkis), the Dominators were more than willing to destroy the entire world, using it to reful their fleet in the process. (Fortunatly Dominators Toba and Rago were thwarted on Dulkis by the Doctor)

The history of the Dominators after this attempt at pushing into other galaxies is sketchy. What IS known is that they did not succeed. It is more than likely they encountered a superior fighting force or forces. Prime candidates are the Sontarans(for their love of personal combat, which Dominators dislike) or the Movellans (their knowledge of robotics probably more than sufficient to put the Quarks out of action). This ended the Dominators' dreams of TRULY becoming "Masters of the Ten Galaxies".

Even so, it is almost impossible that the Dominators have been defeated as utterly as many would like to believe. No matter how severely they have been set back, the Dominators will continue to pose a threat to almost any civilization less advanced than their own.

PHYSICAL CHARACTERISTICS:

Superficially, Dominators look very much like large humans - VERY large humans. Dominators are tall, averaging just over 2.5 metres in height. They are also very strong and muscular, owing to the higher than normal gravity of their home world. In addition, the armour they wear is designed to make them appear even larger and more impsoing than they already are.

Internally, however, their organ arrangement is radically different from humans. Like Gallfireyans, members of the Dominator race posesses two hearts.

Lastly, Dominators, all Dominators, by some evolutionary fluke, have green eyes.

MANNER:

It is important to note that not all members of their race are called Dominators. "Dominator" is a title that is very much earned. A successful Dominator must carfully temper the natural agressiveness, callousness, and ruthlessness of his race with high intellegence, detachment, and pragmatism. Even so, Dominators often retain their instinctive tendancies tword destroying any obstacle on the slightest of pretexts. In fact, Dominators often say that they only respect one thing - superior force.

This is, somewhat surprisingly, true. They are not foolish enough to engage in battle without a chance of victory(even if it is an extremely slim one). Enemies which do not pose a threat are ignored or enslaved. Those which might pose a threat to the Dominators are avoided or, more preferably, destroyed as quickly as possible.

While they are highly intellegent, Dominators are extremly literal-minded. They have little intuition and are completly unimaginative. Imagination is, in fact, the usual quality which distinguishes Dominator leaders from their subordinates.

In dealing with others Dominators do not negotiate. They command and expect others to obey their orders. Defiance, especially from "inferior" aliens, is taken as a personal insult and is likely to provoke swift and violent retribution. Similarly, failure in front of aliens or merely being contradicted, is considered humiliating.

Curiosly, as belligerent as Dominators are, they prefer not to involve themselves in direct physical fighting . They do not carry personal weapons of any sort and are unskilled in unarmed combat. Rather, they prefer to order about their Quarks for such purposes.

Dominators are always accompanied by a large number of Quarks. The exact ratio is unknown, but is seems to average about twelve Quarks to one Dominator. Two to four Quarks are usually in the Dominator's immediate presence. This fact has caused some Gallifreyan scientist to speculate that the Dominators' race has developed some psycological need to be surrounded by robots. However, this remains mere speculation.

While teams of Dominators have been known to quarrel - often bitterly - amoungst themselves, this is the exception rather than the rule. Ordinarily such teams work together with ruthless efficiency, scientific detachment, and military precision.

SPECIAL KNOWLEDGE/POWERS:

The most unique feature of Dominator technology is their discovery of a method to absorb and store large quantities of hard radiation as a power source. This is done by landing on a prospective planet where the crust is thinnest. A series of bore holes are drilled into the core, either by Quarks or local slaves. Rockets are then launched down the holes to create a local volcanic eruption. This is followed by the implantation of a small atomic fission device, carefully placed to blow the planet to irradiated smithereens. The radiation released can then be harnessed by a waiting Dominator fleet.

While clever, this not a terribly efficient energy source. Conserving power is a prime concern for any landing party. The use of Quarks for combat, drilling and so on uses up the avialable energy fast.

STATISTICS: (AND GM INFORMATION)

Dominators wear two types of body armour. One (treat as leather) covers all the body except the head and hands. The second, worn over the first as a sort of vest, protects the front torso, upperback, shoulders, and rises to the neck and back of the head. (Treat this as mail armour)

Dominators do not carry personal we-pons, but will always be accompanied by at least six Quarks. The more common ratio is about 20 Quarks per Dominator.

Dominators will undergo great stress when their Quarks are not present. Reduce all skills by one level for each 48 hour period when their Quarks are not present, down to level II.

Name: DOMINATOR FLEET LEADER

Attributes: STR: V CHA: V
END: VI MNT: VI
DEX: IV INT: IV

Combat Statistics and Signficant skills:
AP: 7
Unarmed Combat, Grappling: III

Administration: IV
Climbing: III
Engineering, Any 2: IV
Leadership: V
Military Science, All: VI
Phsyical Science, Any2: V
Social Sciences, Any 2: IV
Space Sciences, all: V
Technology:
Astronautics: V
Force Field Systems: V
Any other 3: III
Vehicle Operation:
Spacecraft: V
Verbal Interaction:
Negotiation/Diplomacy: IV
Ordering/Bullying: VII

Name: Dominator(Solider)

STR: VI CHA: IV
END: VI MNT: VI
DEX: V INT: II

Combat Statistics and significant skills:
AP: 10

- Unarmed Combat, Grappling: III
- Climbing: IV
- Construction: V
- Earth Science:
  - Geology: VI
  - Any 1 Other: III
- Engineering, Any Three: IV
- Leadership: III
- Medical Sciences:
  - General Medicine(Human): III
  - Psycology: III
- Military Sciences:
  - Ordinance Con./Repair: IV
  - Small Unit Tactics: V
- Psyical Sciences:
  - Physics: V
  - Any One Other: IV
- Space Sciences, Any Two: V
- Technology:
  - Astronautics: V
  - Force Field Systems: V
  - Any 3 Other: III
- Vehicle Operation:
  - Spacecraft: IV
- Verbal Interaction:
  - Interrogation: V
  - Ordering/Bullying: VI

****

QUARKS

> "They're not much quid without thare Quarks, are they?"
> —James Robert McCrimmon

PHYSICAL CHARACTERISTICS:

In contrast to their masters, Quarks are quite short: about 1.5 metres. They have two squat legs, a rectangular body, and two built-in "arms" which fold in flush with the body when not in use. The arms are equipped with computer hook-ups, some sensors, ultrasound weapons and molecular force units. This is topped off by a spherical head with several spikes projecting from it. Although the back of the head looks the same as the front, Quarks can only see in the direction their "arms" are facing. Quarks' sight borders on tunnel vision.

Quarks constantly emit a high-pitched, oscillating sound. They speak in a similar voice, described variously as sounding like a lunatic's giggle or a computer's imitation of a small child.

MANNER:

Quarks are incapable of almost any independant action; they will unquestioningly obey the orders of the Dominators. If the situation is changed so that the original order is no longer valid, they will remain inactive, only requesting new orders from their leaders.

If they receive conflicting orders Quarks will merely defer to the senior Dominator.

SPECIAL KNOWLEDGE/POWERS:

In addition to their weaponry, the Quarks are equipped with molecular force units - a form of directional force field. Molecular force can be used to bind one object, person, etcetera to another - a wall for example.

This process rapidly expends energy and the range is limited. Quarks however do not have any other means of manipulating objects.

STATISTICS(AND GM DATA):

The maximum effective range of Quarks' molecular force units is 4.5 metres, and they will operate for 2D6 minutes before recharging is necessary. Quarks' donic rifles will function for 1D6 minutes in full combat situations and another 1D3 minutes at reduced power. At these lesser levels, take 2D6 off the amount of damage given.

The skill level in Small Unit tactics refers only to the Quarks' operation when they have simple been comanded to seek and destroy an enemy. When they are given more specific orders they assume the skill level of the person they are receiving the orders from.

Use STR of Level VII in judging the use of molecular force.

Name: QUARK

Atrributes:	STR: II	CHA: I
	END: VII	MNT: I
	DEX: III	INT: I

Combat Stats and Significant skills:
AP: 6
Armed Combat, Ranged:
  Sonic Disruptor Rifle: V
  Molecular Force Units: VI
Military Science:
  Small Unit Tactics: III (Independant Operation)

SUBMISSION GUIDELINES

SUBMISSION GUIDELINES FOR "TIME MEDDLERS" November 1986

Below are the submission guidelines to keep in mind when submitting for this fanzine. These will be permanent, any changes will be included in a future issue. Remember that submissions are always needed and wanted.

1. Artwork: No larger than 8½ by 11 inches(21 X 27 cm) and we reserve the right to shrink artwork(although this will almost never happen). Any size artwork is acceptable.
2. Artwork is to be in black and white only, so that it comes out good in photocopying.
3. People submitting title pages for an issue get a free copy of that issue if it is used, if we don't use it then you will not receive a free issue but it will be included elsewhere in the issue.
4. If drawing a title page be sure to leave at least a 1cm space at the top(title pages must be 8½ X 11 inches). This space is used to type the issue # and other information such as the title.
5. Adventures: Adventures for "Time Meddlers" can be no larger than 20 typed pages(which equals about 35 hand-written). If necessary you can make the adventures larger but they will have to be divided up between issues.
6. When submitting adventures try to be original as possible. If you are going to steal scenarios from other mediums such as TV, books, etc then be sure to add enough twists and turns to keep the adventure both interesting and to prevent players who have seen the show or whatever from saying "Well, in the show the Doctor did this..." and being right every time.
7. When writing make them as clear as possible, convey your ideas as best as possible.
8. Gameaids: When submitting Gameaids make them as clear as possible. Gameaids can be on any topic from the practical side of Gamemastering or Playing(such as "Addendum On Energy Weapons" by Zen Faulks, #1) or to the dramatic side(such as "Diseases and Infections on Alien Worlds" by Mark McMillan, #2). There are no length limitations.
9. Adverts: Advertising in "Time Meddlers" has two forms: Classifieds and Buying Space. In classifieds words are used exclusivly but in buying space you can put anything you want in that space(provided it meets length limits and is in black and white).
10. Classified ads are $2.00 for the first 15 words and 5¢ for each additional word.
11. The following sizes are available for "Buying Space": 8½ X 11 for $15.00 or 4 X 5 for $5.00. Payments made to the editorial address for both and cheques/money orders to Mark McMillan, no foreign cheques.

TIME MEDDLERS SURVEY

Please take the time to complete the survey below by answering the questions on a seprate peice of paper(plain, lined,toilet - not used, anything ledgible) and send it out to the editorial address. Only with your participation can "Time Meddlers" get better.

1)How many issues of "TM" have you bought?
2)On the whole were they: (a)pitiful, (b)poor, (c)fair, (d)above-average, (e)good, (f)excellent, (g)the finest thing you've ever read. (Ed's note - if you answered (g) you are lying!)
3)What is the weakest area in "Time Meddlers"?
4)What is the strongest area in "Time Meddlers"?, or has it got one?
5)What is you favorite feature? Why?
6)What is your least favorite feature? Why?
7)Is the cost of "TM": (a)expensive, (b)good price, (c)acceptable price, (d)value for money?
8)Is the size of each issue: (a)miniscule, (b)a bit too small, (c)perfect size, (d)value for money?
9)Would you pay more for a larger issue? How large would you make it and what would you charge if you had control? (Please be realistic)
10)Do you think "Tm" should be released more regularly? Would you settle for a smaller issue if it was released more or a larger issue if it was released less(say, bi-annual)?
11)Do you read the reports of the Editor, Editorial advisor and Distributor? Are they any good? Are they too long or too short? Any comments?
12)Would you like to see more or less or the same of the following features: (a)Gameaids, (b)Adventures, (c)Classifieds, (d)Reviews, (e)Artwork, (f)GM Scenarios, (g)Foe File, (h)DWRPGNet, (i)Editor, Editorial advisor, Distributor Reports?
13)Should a short(4 pages) fiction piece be entered?
14)What features, if any, would you like to see sucked into E-Space?
15)What features, if any, would you like to see added(we want suggestions)?
16)Have you contributed yet to "Time Meddlers"? If not, why not? **
17)Finally, thanks for participating in the survey. Do you have any final comments to add?

**This question is optional but we would appreciate an answer if you want to give one.

NOTES: POSTIONS ON THE TIME MEDDLERS STAFF AVAILABLE!

We need two new editors for our two new fanzines. We need an editor for "Time Meddlers Supplements" (run along the same way as FASA supplements only shorter and more factual) and an editor for "Time Meddlers Full Adventure Series" which features 30-50 page adventures. Each issue is to be released thrice yearly, but other than that editors are given complete control. Send your resume to the Editorial desk. Enthusiasm is all that is needed!

OVERVIEW OF TIME MEDDLERS ISSUE #2 (VOLUME 1, ISSUE 2) - NOVEMBER 1986

TIME
MEDDLERS
$2.75 to US;
$3.50 airpost
November 1986 -- Vol. 1, No. 2
"Time Meddlers" is the fanzine dedicated solely to the FASA Doctor Who Role Playing Game.
INSIDE THIS ISSUE:
"History in Perspective"
"Mini-Supplement: The Dominators and Quarks"
"DWRPNet"
"Reviews"
and more........

● This second issue is labeled as "Vol. 1, No. 2" on the cover, as well as "November 1986". Inside, Editor Mark McMillan announces this as the "first" issue, and that the prototype issue did "surprisingly well".

● The cover features artwork of the renegade Time Lord known as the Destroyer, who is featured in the Foe File article inside the fanzine.

● Cost of the Issue #2 was $2.50 (Canadian), $2.75 (Canadian) to the US, and $3.50 (Canadian) for airpost (to other countries).

● The fanzine announces that Time Meddlers is produced "Tri-annually" in March, July, and November, with the target release date being the first of each month. It seems that these dates were not actually met judging by the dates on the covers of future fanzines (which identified times of year rather than months for publication).

● Starting with this issue, every article in the issue is given a number for cataloging purposes (ex. Game Aids #2, Adventure #3, etc.). The issue also introduces a new featured called "Foe File" which features a new villain or monster for use in games (the first featuring the Time Lord named the Destroyer, as previously mentioned).

● The Ed-Visor's report is written by "Don Ferguson" bringing some levity and jokes to the fanzine. Nimon jokes seem to be the standard for the alter-ego of Mark McMillan who penned the pieces.

● The Game Aids article focused on "Diseases and Infections on Alien Worlds".

● The fanzine featured the start of the "Doctor Who Role Players Network" (aka DWRPGNet) which was coordinated by Michael Dawber who also edited the *Doctor Who* RPG fanzine called *Glass Wind*. The network was intended to allow *Doctor Who* gamers to trade RPG goodies (adventure modules, rules, ideas, etc.) with one another to enhance their games. Dawber gives credit of the idea to Steven Dieter.

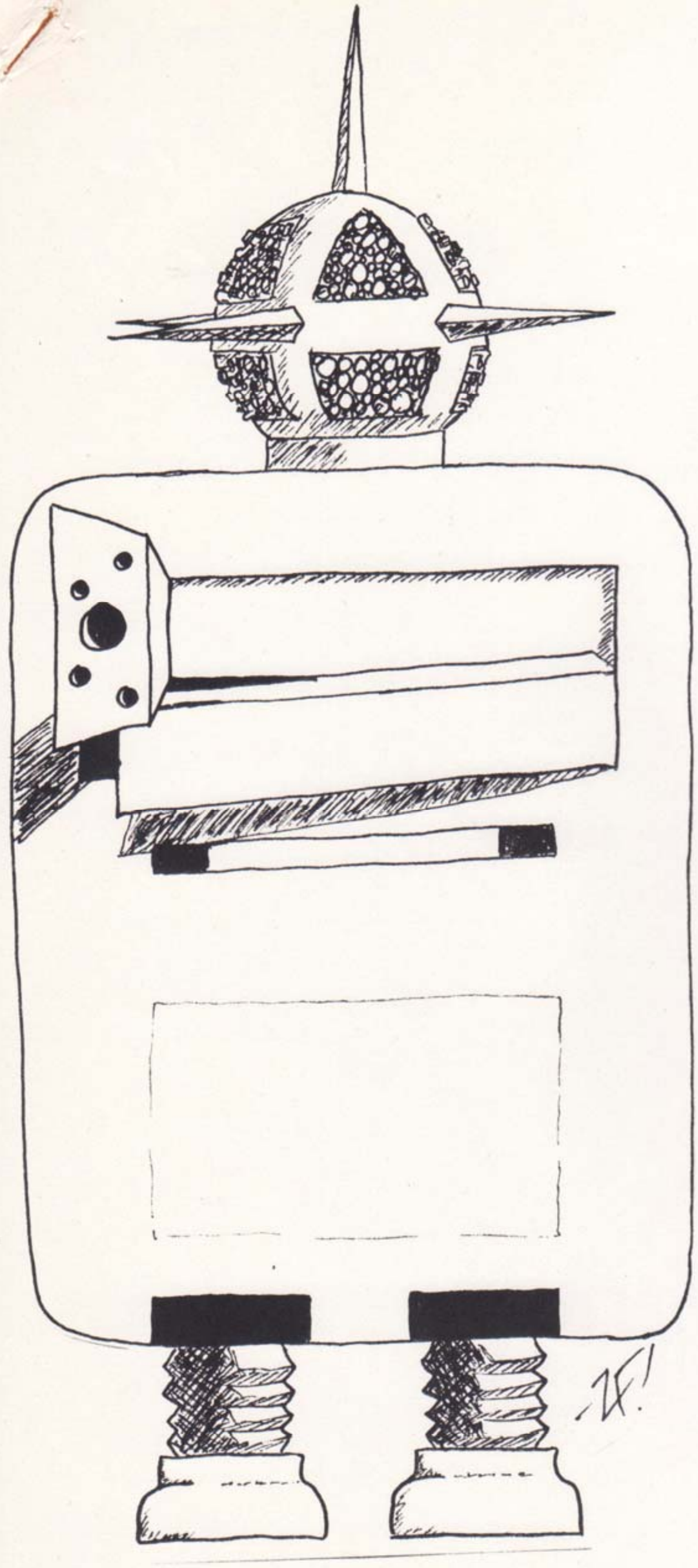
● The fanzine features a number of reviews of FASA *Doctor Who* choose your own adventure books including "Crisis in Space" (not recommended) and "Search for the Doctor" (recommended). Other reviews include FASA adventure modules "Countdown" (recommended), and "Legions of Death" (highly recommended). Also reviewed are the FASA "The Daleks" supplement (worth it) and "The Master" supplement (very disappointed). FASA Miniatures are reviewed including the Cybermen (aren't bad), Companion Set #1 (poor), and Ice Warriors (worth the money), as well as a brief overview of the other sets too (with some criticisms).

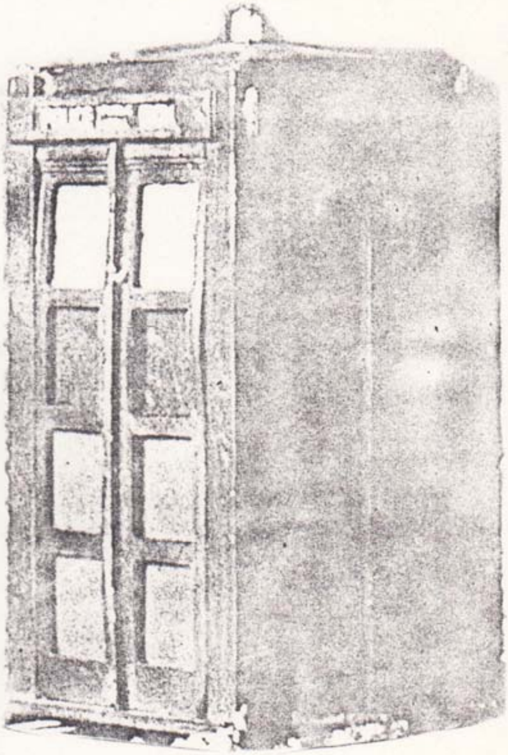
● Zen Faulkes again contributes to the fanzine by presenting "Mini-Supplement #1" on the Dominators and Quarks. He is also listed as the temporary editor for the "Time Meddler's Full Adventure Series" which hopes to publish full adventures between 20 and 60 pages (also reported as 20 to 50 pages) long.

● The fanzine presents a survey to be filled out and returned about what readers would like for future content.

SUMMARY: The second issue features a good mix of helpful contemporary reviews, a FASA RPG checklist, and useful content for gamers to use. The Dominator and Quark article is a standout, and the diseases and infections charts are fun to use. The issue suffers from the lack of an adventure module, but this is not entirely surprising after the announcement that the fanzine's team hopes to release a series of adventure modules that stand alone. The cover artwork is a bit primitive, but of standard quality for fanzines of the era. An improvement over the first issue.

TIME MEDDLERS





Issue Three -- Spring 1987
Volume One, Number Three

$2.50 inside Canada
$2.75 to the United States
$3.50 overseas airpostage
$5.00 for Special Delivery
costs inside Canada

INSIDE: More on the Quarks, Adventures, Supplements, Foe Files, and more!

PRODUCTION CREDITS

EDITOR: Mark McMillan
EDITORIAL ADVISOR: DON FERGUSON
DWRPNet: Michael Dawber
DISTRIBUTOR: Steven Dieter
TM PERIODICALS EDITOR: Zen Faulkes!
US-DWRPNet: Gary Pedretti

COVER: A Quark drawn by Zen Faulkes!, TARDIS model photo
LOGO BY ADAM COOKSON

This is a non-profit, amateur production dedicated to the celebration and promotion of the Doctor Who Role Playing Game by FASA and of the TV series Doctor Who. No attempts are made to violate copyright laws held by the BBC, FASA or others.

All materials contained herin are property of the editor and of the acredited writer/artist. No portion of this fanzine may be re-produced without the expressed written consent of both the editor listed above and the acredited writer/artist.

THIS ISSUE IS DEDICATED TO ALL THE GREAT PEOPLE WHO HAVE MADE DOCTOR WHO AND ARE NO LONGER WITH US. THEIR MEMORY IS REMEMBERED AND CELEBRATED BY ALL FANS.

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"TIME MEDDLERS": THE DWRPG FANZINE Issue Three Spring 1987
Volume One, Number Three ; Whole Number Three Release Date: Febrary 1987

NEXT ISSUE: Summer 1987 -- First Anniversary Issue! -- Planned Release is for June/July of 1987.

SPECIAL ISSUE: To end the year we will be presenting a special "Yearbook" edition of "TM" in late May 1987. It will feature all new articles by some of the people who have contributed to TM in our first year. Regular Size and Price. Planned premier is at Toronto's Who Party 9 in May.

EDITOR'S DESK

Mark McMillan, Editor

This is it! This is the third issue of the DWRPG fanzine, "Time Meddlers". I'll skip my boring comments and just say: ENJOY THE ISSUE! I have some news to get on with:

Gary Pedretti will be co-ordinating the US version of the DWRPNet. His first column is inside. Michael Dawber still would like to hear from some Canadians!

Zen Faulkes! will be editing the new "TM Periodicals" segment. The first release is called "Army of the Cybermen". No release date has been planned and the adventure promises to be superb.

Intervention is another fanzine dedicated solely to the DWRPG and is edited by a Michael Hopcroft. Send a SASE or an SAE and International Reply Coupon(available at your post office) to Michael for information at: Michael Hopcroft, 2190 W. Burnside #108, Portland, OR 97210 (USA). I've seen a copy of his 'zine and it is excellent. Although its not as long as TM or as good(although I'm biased!) it still is quite good. It seems TM can no longer advertise as "the world's only DWRPG fanzine", and we are glad of it!

A man has locked himself in his house. He is armed and dangerous and threatens to kill if anyone enters. However, he has no hostages and the Police are not paying attention to him....

Police have fired 25 warning shots over the heads of rioting demonstrators in downtown Toronto. Not one of the demonstrators was injured but the bullets killed 20 people on second storey apartments...

A Scotsman wearing a kilt got a nasty surprise while standing in the lamp department at Sears when a stockboy went around to change the lightbulbs..... (think about it).

Doctors have reoported a cure for boredom however no-one is getting very excited about it....

And that concludes our look at the news. Until next time remember that a typo in the editor's closing line form last issue can be really embarassing. (The "three" should be "tree") Here is a more deep closing line....

> "The story of life is a wink of an eye,
> the story of love is hello and goodbye,
> until we meet again....",
> (Jimi Hendrix, 1970)

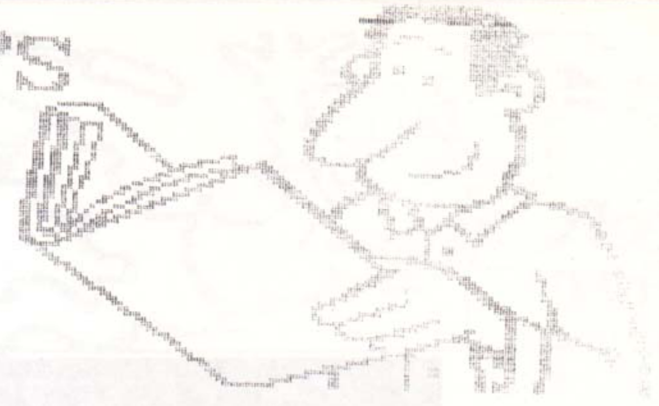
Mark McMillan, Editor

And so concludes our shortest editor's column to date. We must be grateful for small mercies.

By the way, I'm sorry if column headings don't turn out. Starting next issue I have a plan to correct this problem! Sorry for the inconvienience

DISTRIBUTOR'S REPORT

Steven Dieter,
Distributor and
Printer



And now, here with another of his award-loosing reports, here he is -- Steven Dieter!!! ((Well, we can't all win the 'Don Ferguson Award For The Preservation of Nimons' can we now? -Ed.))

Thanks and welcome to issue number three of the internationally aclaimed fanzine solely for the DWRPG, "Time Meddlers".

I would like to thank all those who purchased issues of TM in the past and I hope to hear from you again. All issues are still available and for orders of five or more send (in Canada) a SASE or (outside of Canada) a SAE and International Reply Coupon. If you wish to receive information when the next issue is ready enclose a SASE or SAE and IRC. This helps cut down costs and gives you the first oppertunity to buy the latest "TM".

I hope you have all filled out the survey on page 25 of last ish. If you have not because you don't have a copy of TM2, why not order it? Some of the results will be printed in the next issue so there is still time to respond although we always welcome comments from our readers.

Ordering Information:
1. Cheques/Money Orders in Canada and only money orders from outside Canada.
2. Cheques/M.O.s payable to STEVEN DIETER only.
3. Payment in Canadian funds only.
4. Sent to the Distributor's Address: Steven Dieter, 2130 - 9th Avenue East, Owen Sound, Ontario, N4K 3H3 (Canada).

Issue One (July 1986) : $2.00 inside Canada, $2.50 to the United States, $3.00 overseas

Issue Two (Nov. 1986) : $2.50 inside Canada, $2.75 from the USA, $3.50 overseas.

All prices can change on short notice but this would occur only in rare circumstances such as a postal rate increase ((Rare? -Ed.)) or an increase in printing costs. You will usually be given an issue of warning of probable increases.

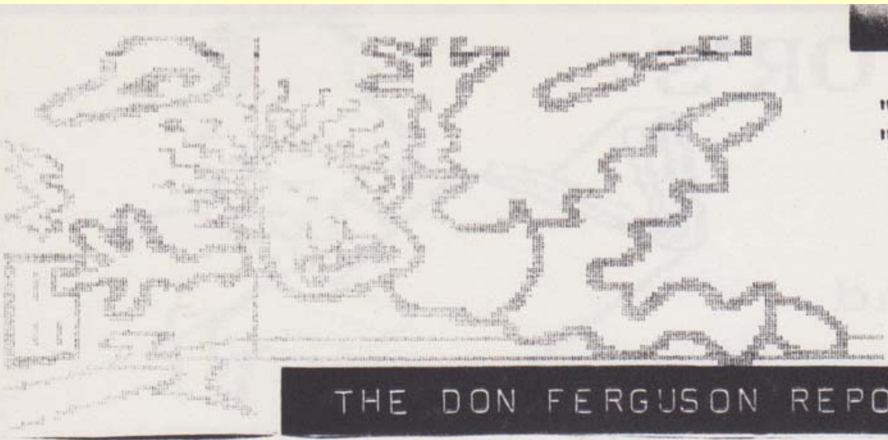
I would like to comment on the quality of issues one and two if I may. ((Well I think that's about all we've got time for today, tune in next time when..... Oh what the hell, go ahead. -Ed.))

Issue One's cover could have been better but it was alright for a prototype issue. The column headings were terrific, my congrats to Mark and Adam. Artwork was good ((We can always use more artwork! -Ed.)). The module was obviously written by the junior member of the duo(like a recently released Target book reviewed in DWM!). The scenarios were well thought out. I'd give it a rating of 7.75 out of 10.

Issue Two's cover was as bad as issue one's (Don, do your artwork in pen and ink, not pencil!). (((Well I kept going out of the lines, Steve. -Edvisor))) I think that Don Ferguson's space should be limited(Not to mention his space on this planet)! ((Agreed! -Ed.)) The DWRPNet was a very good idea and I hope it develops well. The gameaids were excellent.

((Continued on page 6))

EDITORIAL ADVISOR



"A Shocking Report!"
"Electric!"
-Don Ferguson, your
Edvisor

THE DON FERGUSON REPORT

Welcome one and all to the third column of the "Editorial Advisor's Report". I do hope that you will not be disapointed and broken hearted when I report that I will NOT be guest-editor for an upcoming issue as was rumoured last issue.

I had hoped to write a supplement on the Nimons for this issue but Mark wouldn't let me. ((A stroke of genius on my part I think. -Ed)) He said that "Mostly Harmless" would not take up enough room for a supplement. So I then went and asked his mom if I could do a supplement on the Nimons and she said "Harmless" would not make an interesting supplement.

Fed up with the McMillans I went to Steven Dieter and asked him if I could do a supplement on the Nimons but he said "Mostly Stupid" would not make a very interesting supplement. ((You've given them too much credit! -Ed.)) Fed up with him I went and asked his mom if I could do a supplement on the Nimons and she said "Stupid" would not be a very good supplement.

Fed up with both of them I went to Mark's father's brother's daughter's friend's sister's aunt's baby boy and asked him if I could do a supplement on the Nimons. He said "Waaaaahhhhhhhh!" which, when translated, means something like "modern permissive trends are disrupting the moral fabric of today's society" -- I think.

Still undaunted I went to my three year old sister and asked her if I could do a supplement on the Nimons and she said "Wahhhhhhhhhh!" which, when translated, means "Only If I can do the artwork". I did not agree to this because, in my opinion, she is far too talented.

Finally I yelled out "FINE, I WON'T DO A FU*KING SUPPLEMENT ON THE NIMONS!". The church congregation hates me now. Next time I yell at him it is going to be in a private place -- I'm going to sneak up behind him while he's at a urinal! ((Hey Don, later on you and I will go to the men's room and have it out together. I'll show you how small you are! -Ed.))

But I still have other future enemies planned for inclusion in supplements including Erato, Gastropods, Drathro, Grams and Myrkas and more! Strike terror into your heart don't they! ((I think he means the enemies folks, not the proposed supplements! -Ed.))

I have to hurry up and finish this column, I have a wedding to go to and I have to put on my Colin Baker tuxedo, so I'll hurry up.

I have a problem that has been bothering me for quite some time. You know that when you read an article in TM you sometimes see a set of double brackets with a comment inside, always ending in "-Ed.))". My problem is that I would like to know who the hell ED is?!? I have a message to Ed -- I'm going to find out who you are and stop you! I now have a new purpose in life (my last one was to convince the producer of Doctor Who to do a 14 part story titled "Trial of a Nimon"). My latest theory is that someone opens the mail at the post office and writes these in. I've asked both Mark and Steve about this but all I hear is the phone receiver drop to the floor and laughter in the distance. I'm beginning to wonder if they are involved in the plot!

I'll keep you readers posted on my findings!

Something really strange happened to me today. ((Oh, you looked in the mirror? -Ed.)) I was up in the Himalayan mountains (I try to go there at least one time a year) and there were these glowing spheres chasing these fuzzy bears around.....

I digress. Until next ti

((Ladies and gentlemen we have bad news. In the middle of finsihing off his report we have found that Don Ferguson has been shot! Apparantly someone has taken offence to the reports and has shot Don while typing it up. But, gentle readers, the news grows worse! It has also been reported that someone has taken the body. Yes, Don Ferguson has vanished. We will keep you posted but we can't promise that he is alive. We will give you a full report next issue and either an obituary or the glad news that Don is alive.))

((Ladies and Gentlemen we have bad news. For those who have not yet heard, Don Ferguson has been shot. More details as they become available.))

THE DISTRIBUTOR'S REPORT

(Continued)

My apologies to all those who hated the miniatures reviews. I promise to never mention them again except in similarities to Don! ((!-Ed.)) (((Not Funny -Don))) ((Oh, I liked it.-Ed.)) (That is an insult to the miniatures) ((True. -Ed.)) (My goodness, what alot of brackets)

The Foe File was very good, the supplement was excellent and the survey was pretty good and well thought out. Rating 8 out of 10.

My only criticism is with the column headings. If printed at the top of a page 5cm down(The Editor's Desk heading in particular) it would make the issue look better. ((What, nothing about the horrid typing and spelling errors? You are far to kind. -ed.)) ((Steve: since you didn't leave off your report with a closing line or bit of wisdom or something I hope you'll allow me to close off your column. How about:))

I could get an army of Ogrons together
and we could beat the crap out of Don
and his Nimons,

-Steven Dieter -- your loving distributor, passionate printer and amazing ad man

((You don't think I overdid it do you? Don helped me out on that one. I guess you'll leave with a closing statement next time, eh? -Ed and Don))

THE DOCTOR WHO ROLE PLAYER'S NETWORK

Michael Dawber
Gary Pedretti
(Canada, US)

EDITOR'S NOTES: This issue begins the United States' version of the Doctor Who Role Player's Network, USDWRPNet, which will be run by Mr. Gary Pedretti. I urge all our American friends to write to Gary, if you want this network to get off the ground.

THE USDWRPNet

Greetings from Onalaska! I have taken the resonsibility of being the co-ordinator of the DWRPNet in the USA. I will be running my network in the same manner as Michael Dawber in Canada. I wish to help gamers trade DWRPG materials across the country, so what I need from all you US DWRPGers is a list of:

1. Modules you have written.
2. Ideas for modules.
3. Short supplements you have written.
4. FASA DWRPG products you could obtain.

All of these items could be for sale or trade. So why not drop me a list at this address: USDWRPNet, c/oGary Predretti, W7752 CTH ZN, Onalaska, WI 54650. Remember, this network is what YOU make it!

Good day, Gary Pedretti

THE DWRPNet

The DWRPNet - The Glass Wind, c/o Michael Dawber, Box 351, Station "A", Kingston, Ontario, K7M 6R7.

((Michael did not get a column to me in time for publication but I understand that he desperately needs to hear from more people! Why not help out? This Network is whay YOU make it! Apologies to Michael for not allowing him more time to get his column in.))

c/o Apt. 10A, 175 Columbia
Blvd., Lethbridge Alb.
T1K 4B7

EN FAULKES' HELP FOR GAMEMASTERS

THE QUIRKS OF QUARKS AND THE CYBERCONTROLLER

Last time I brought you a supplement on the Dominators and their robotic servants, the Quarks. I've made a few additions to that since then, mainly on determining Quark damage and such.

First of all, the understanding, jamming or repairing molecular force units require a skill roll in Force Field Technology versus a Level VI difficulty base.

A hit made to the head of a Quark does additional 2D6 damage, if it succeeds in breaking the armour. The head, however, stops 1D6 damage points. Quarks' bodies, being metal, have an armour value of 3D6.

If a Quark's MAX OP END falls below 12, or the Quark takes 30 or more points of damage at once, it may undergo a systems failure. Roll 2D6 on the table below to determine the nature of the malfunction.

Dice	System Affected
2	Quark destroyed outright
3	Sonic distruptor rifles
4	Sensors
5	Computer System
6	Communications
7	No failure
8	1D6 permanent armour damage
9	Mobility
10	Molecular force units
11	Power link with ship
12	Reroll twice and apply both

Destroyed: The destruction of a Quark will be relayed to the Dominator ship, where an alarm will sound indicating the fact.

Sensor: The Quark is in effect, "blinded"

Computer System: Reduce the AP by 1 for each failure to this system.

Armour Damage: Roll 1D6. From now on, the armour of the Quark will stop that many fewer points of damage. For example, an armour damage roll of 4 to the head would give the head a new armour value of 1D6-4.

Power Link: The Quark cannot re-charge. It will function for 4D6 minutes, provided it is not using weapons or melecular force. If either is used, the Quark will operate for these times: 2D6 minutes if molecular force is being used, and 1D6 minutes in full combat with ultrasound rifles (see last issue for further details).

So much for the Quarks. That's the last you'll be hearing of them from me. Really!! ((Oh, knickers. I was enjoying it too. -Ed.))

Now on to the second half of this article. Since FASA has not yet released their supplement on the Cybermen in Canada, I have a feature on the true leader of the Cybermen: the Cybercontroller.

Name: CYBERCONTROLLER

Attributes:

(cont.)

STR: VI DEX: IV MNT: VII
END: VII CHA: III INT: III

Combat Statistics: AP: 7
Armed Combat, Blaster Rifle: V
Unarmed Combat, Brawling: III

Significant Skills:

Administration: IV
Engineering(all but Cartography): V
Leadership: VII
Military Sciences(all): VI
Physical Science: Computer Science: V
Social Science: Political Science: III
Space Sciences(all but Astronomy): IV
Technology: Astronautics: V
  Computer Systems: V
  Cybernetics: VII (30)
  Electronics: IV
Temporal Science: II
Vehicle Operation: Spacecraft: V
  Temporal Vehicle: I
Verbal Interaction: Negotiation/Diplomacy: III

DUSTINGUISHING PHYSICAL CHARACTERISTICS:

Cybercontroller is immediately recognizable from the others of his race. He lacks the handle-like projections on the head seen on other Cybermen. The head itself possesses a much higher "forehead" than other Cybermen. In all other respects, however, the Controller does not differ in appearance from his fellows.

BRIEF PERSONAL HISTORY:

Unlike the Emperor Dalek, there is only one known Cybercontroller. The history of the Controller is largely an enigma. Whether his great intellegence was originally natural or whether it was cybernetcially enchanced is unknown, as is why he became the leader of the Cybermen. This history is further clouded by various interventions in the time line, both by the Controller himself and by outside agents.

The controller has remained the hidden, but unquestioned genral of the the Cybermen since the creation of the Cyberrace, His known history began with his revival from suspended animation from the tombs of Telos. He and his revived compatriots were resealed into the tombs by the Doctor. They were buried permanently--or so the expedition thought.

Cybercontroller did manage to escape eventually, and he resumed his control as leader, but his existance was one of the Cybermen's most closely kept secrets. He was believed destroyed on one occassion . He was actually severely damaged which he was, given time, able to repair. After that he became more secluded than before, unknown to almost all. He may have remained so, except for an unexpected event: the capture of a time travel vessel.

Cybercontroller relaized the importance of the thing, although he had no idea of its operation nor the laws of Time governing it. As a result, he attempted a major transgretion of the laws of time. He would use the machine to go back in history to 1986 Earth and stop the destruction of Mondas.

The plan did not succeed, due to the twin mechanisms of the Doctor and the Cryons, and alien race on Telos. Once again, Cybercontroller is believed destroyed.

((Continued on page 13))

TIME MEDDLERS

MINI-ADVENTURE #2: THE JACONDA SEQUENCE

Written By Michael Dawber

BASIC PREMISE:

One thousand years after the death of Mestor, the Jacondans, now the "jaacossans", have transformed their planet back into a lush rain forest. To ensure that no foreign agressors would conquer them again, the current Master of Jaconda(now called "jaacos"), Jihiil, had a defense tower built deep in the forests, so as to hide it from invaders. The tower, four stories high, had a sixth generation computer at its apex, called "Soluja". This computer had absolute control over the mobilization and deployment of all defenses on Jaacos. However, the computer reasoned that if it could remove the organic componants of its defense, efficiency would rise 34%. And so, it set out to do so.....

PURPOSE:

The players' objective is to gain access to the Soluja tower, reach the apex, and disable it. They will find that trying to attack the wiring to wreck it will not do any good: its built in defenses are too powerful. The only reasonable option is to use the "Jaconda Sequence", a large series of numbers that will, when entered, flush Soluha's system, leaving its memory banks empty. This number is known to only one Jaacossan; the Master of Jaacos, Jihiil. He is trapped in the Soluja tower, kept there for the obvious reason that alone knows the code. Soluja has rigged the complex full of traps and is only keeping Jihiil alive because it still needs him to program things into itself.

TOUCHDOWN IN THE TARDIS:

The players' TARDIS will touch down on the planet registered as Jaconda in the memory banks. A level IV galactic history roll will bring to mind the exploits of Mestor, and how Jaconda was devastated by him. They will see a planet resembling an African rain forest(TNP Earth) with strange sounds and small creatures constantly sourrying about. It is about mid-morning, judging by the level of sun-light present. The players will immediatly notice the extremly damp and hot conditions, which may precipitate a change of clothes.

After wandering about for a short while they will hear the sound of an approaching aircraft. A few Jaacossans, dressed in graceful togas, will come running wildly through the brush, followed closely by a hail of laser fire. The craft will fly low over the Jaacossands, circle back and attack again. The players woll become targets almost immidiatly. There is little chance of shooting the aircraft down, and retreating to cover would be the best thing to do. If the players do hide(there are some shallow caves nearby), the plane will circle briefly and depart.

Quite accustomed to alien visitations, the Jaacossans will immediatly begin a babble of "What are you doing here?", "Where did you come from?", "Can you help us?", "Do you have guns", etc. It will take them some minutes to calm down, at which time they will, if questioned(which they undoubtedly will be), relate the events mentioned in BASIC PREMISE. (Please see LANGUAGE and RELIGION sections). There is little doubt that the players will want to help the Jaacossans. There are four in the group; Tassi, O'ou(O-o-oo), Fhehe(fee-hee or phoebe), and Muo(moo-o); Tassi and O'ou being female and Fhehe and Muo being male. The quickest way to get to the tower would be by TARDIS; alternatly, they can go by land if they wish, but it may become rather dull trudging through the undergrowth.

EGRESS POINT:

As the players approach the tower, they will notice that the sounds of the airplane can be heard in the distance. (If the players went by land, it is the airplane getting the exact location for Soluja's robots to pick up the TARDIS. They will take it to the tower to make an attempt at examining it). Tassi will warn the players that the clearing in which the Soluja tower is situated is likely to be loaded with mines. A level VII intuition roll will warn the characters of a mine location site ONCE. (In fact the clearing has bombs set in a staggered pattern, the mines being separated from each other by 1 metre.) The players, if they have a sonic screwdriver, can detonate the mines at a range, but this will destroy most of the clearing. Fhebe, a former defense worker, tells the players that the mines were put there to prevent invaders from entering the tower(The GM should feel free to make random rolls to see if any of the Jaacossans or players are 'blown up'). If they make it across the clearing, the plane will begin to fire. The door will take a few minutes to open, as the lock on the door will have to be very carefully removed. (It is opened by a portion of the Jaconda sequence, which the players have no way of knowing yet). The plane will have four oppertunities to shoot one of the characters which should be rolled accordingly(See STATS). Once the lock is removed, the door will open and the players will be inside.

SOLUJA:

The tower door will slide shut again, Soluja's auto repir systems already fixing the damage done. The interior is richly decorated as any Jaacossan palace: gold, silver, tapestries, rich rugs, the works. The air is not conditioned as the Jaacossans hate such things.

From here on in the players will have to make their way up through the complex; Fhehe has a basic knowledge of the floor-plan, but not enough of one to be of much help. The GM has total reign on what may appear; all of the maintenance robots have been armed, and traps have been set everywhere. It can be emphasized that nothing in the complex may be as it appears; Soluja has not overlooked anything in its "efficiency improvement project". Electronic eyes are at all hall corners, and one is in every room. The GM can make it more difficult or easy, depending on the players' experience or wishes. The Master of Jaacos, Jihiil, is in the top level programming chamber, strapped to his seat. It is from him that the Jaconda Sequence can be learned, if the players can get him away from the computer's clutches long enough. (The Jaconda sequence is thus: 0,1,3,5,8,13,8,5,3, 1,0,-1,-3,-5,-8,-3 and so on. It completes the cycle twice, the Jaacossans showing their love for the figure eight. See RELIGION.)

STATS:

The Jaccossans have all stats relativly the same, although variation is suggested.

STR: III END: IV DEX: VI CHA: V MNT: V INT:III

Jaacossans do not have any set of "basic" skills but most have a very good knowledge of art, ie music, painting and a reasonable knowledge of such things as electronics and mechanics. The exact skills are up to the GM.

The Aircraft - Soluja's aircraft have ranged weapons: Laser cannons at level VI, and Ranged Weapons: Machine cannon at level VI.

Robots - The maintenance robots in the towers have been fitted with laser pistols, which the robot uses at Level IV.

JAACOSSAN BACKGROUND:

The Jaacossans are decended from bird-like ancestors and are a very ancient civilization (35 million years of recorded history). However, they evolved much slower than things did on Earth, still retaining many of their avian characterisitcs. All but a select few have lost their ability to fly; this power may emerge in young adults but will assuredly disappear at about twenty or twenty-one years of age. Their bodies have adopted a vaguely human form. Their bones are still hollow, but they have an increased musculature over humans of comparable size. Their bodies are still covered with insulating feathers, although these have been reduced to a very tiny size over most of the body. They have a "mane" of feathers about the head, remnants of an ancient crest. Their hands tend to be slightly long and thing, with razor-sharp talons still in place. Their mouth is a relativly new development (4-5 million years) and they do not have nearly the amount of "lingual dexterity" that humans do; they have great difficulty in producing sounds that require the lips: ie m, f, p and v.

Technologically the Jacondans have about the same level of advancement modern Earth does, although their work in computers has progressed far beyond ours.

JAACOSSAN LANGUAGE:

The Jaacossans have a labguage wich utilize a large number of vowels; it developed from the original bird songs of the Jaacossans' ancestors, into a very advanced tongue. The following words should be liberally sprinkled throughout the Jaacossans' dilogue. This will add an element of realism to the module.

"jaaconda" and "jaacos": when Mestory and his ilk took control of the planet, he decided that "jaacos", "winged ones", was "inspiring"; he renamed then "jaaconda", "defeated ones". Now they proudly call themselves jaacos, and will take jaaconda as the supreme insult.

"soluja": "high one": The Jaacossans considered the defense computer their greatest creation and gave it an honour which before then had only been conferred upon their emporer.

"aalia": This word is used as all-purpose word of greeting, applicable at any time to any person.

"eeatjaacos": "house(of the)winged ones": the name of the Jaacossans' parliament.

"jaahhaooo": "ones(from)-dark": The gastropods were referred to as this.

"yaia": "luck": usually used with "aalia" when two Jaacossans part.

"oouuashalla": "light-rise-day": morning. Evening is "hhaoolla".

"gkoyua": "(this)way": There are no words for specific directions. A Jacossan mearly points and saks "gkoyua" to indicate direction.

"uauai ja": "end-life-one": Danger (of which there is plenty of in this module).

"aeae": an all-purpose of thanks.

This is mearly a small componant of the vocabulary. Gamemasters are encouranged to expand this.

JAACOSSAN RELIGION:

The Jaacossans have, understandably, a very nature-oriented religion. Their religion and language are very closly related, the latter having developed out of the former.

The Jaacossans prime diety is "Jaa", 'one'. She is really the only God that has any considerable worship and her name is often used as a blessing. Jaa is the one that travels through what would be translated as "The Jaconda Sequence", the figure eight being a representation of eternity. The Jaacossans reach their greatest power at the top of each loop, and their weakest at the bottom of each loop. All things, life. the seasons, day and night are all believed to exist this way by the Jaacossans. The infinity loop is their favorite symbol.

THE CYBERCONTROLLER By Zen Faulkes! (continued)

PERSONALITY:

Motives/Desires/Goals:

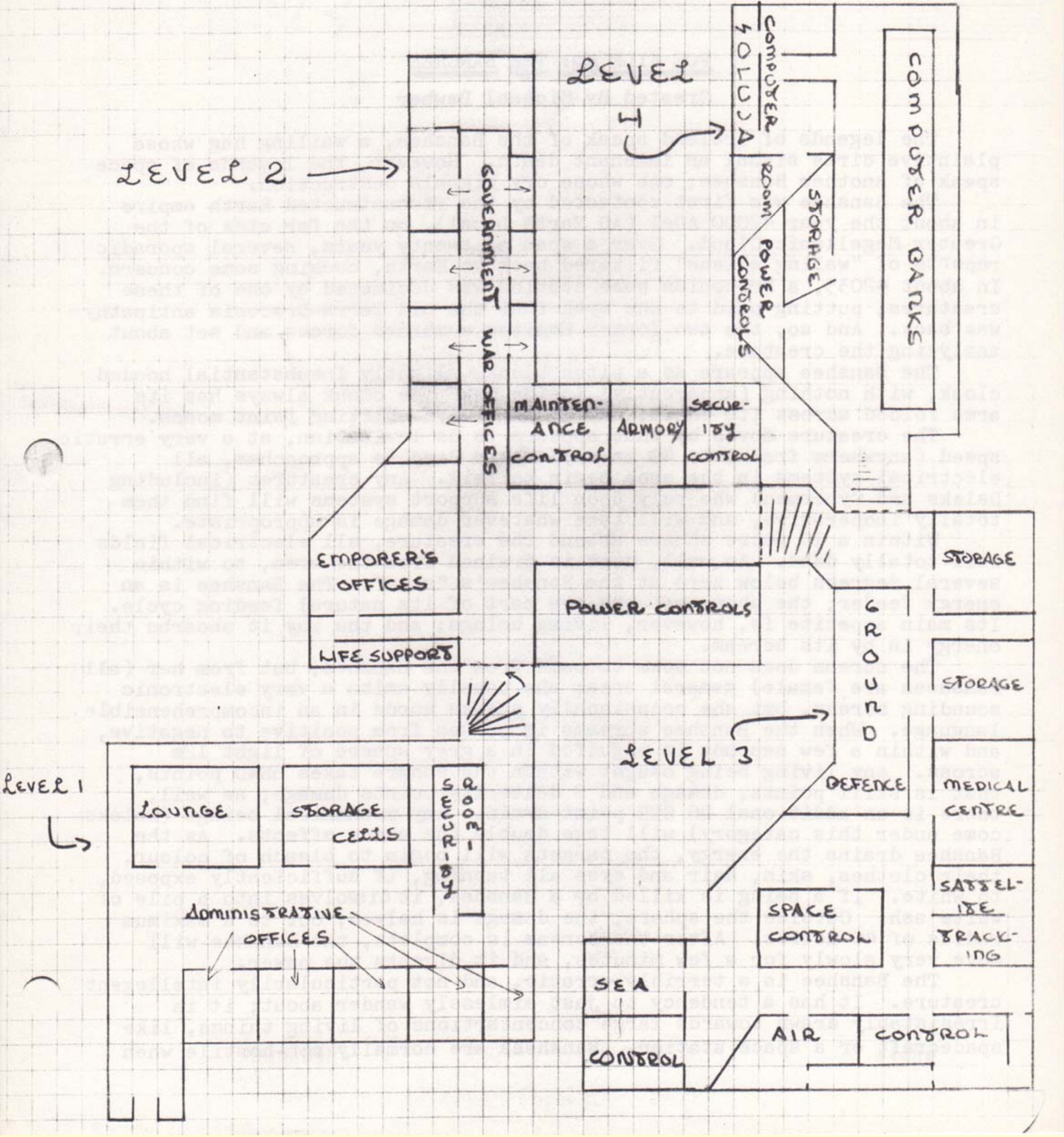
The Cybercontroller's goals are simple: to achieve the supremacy of the Cyberrace.

Manner:

The Controller is, like other Cybermen, ruthlessly logical. However, he is more imaginative and more adept at long-range planning. He is even occasionally cabable of humour...

Cybercontroller is a superb tactician, as well as being quite possibly the greatest Cybernetics expert in the universe.

NOTE- Levels are stacked one upon the other


LEVEL 4
COMPUTER ROOM
COMPUTER BANKS
STORAGE
POWER CONTROLS
LEVEL 2
GOVERNMENT WAR OFFICES
MAINTEN-ANCE CONTROL
ARMORY
SECU-ITY CONTROL
EMPORER'S OFFICES
POWER CONTROLS
LIFE SUPPORT
STORAGE
STORAGE
GROUND
LEVEL 3
LEVEL 1
LOUNGE
STORAGE CELLS
SR-RUMES ROOM 1
DEFENCE
MEDICAL CENTRE
SPACE CONTROL
SATTEL-ITE TRACK-ING
ADMINISTRATIVE OFFICES
SEA CONTROL
AIR CONTROL

The Doctor Who Role Playing Game's
FOE FILE

FOE FILE #2: THE BANSHEE

Created By Michael Dawber

The legends of Ireland speak of the Banshee, a wailing hag whose plaintive cires signal an immenant death. However, the legends of space speak of another Banshee; one whose cry signals destruction.

The Banshee was first contacted by the reconstructed Earth empire in about the year 42000 ADel (AD Earth Local), on the far side of the Greater Megellanic Cloud. Over a span of twenty years, several sporadic reports of "waling aliens" filtered back to Earth, causing some concern. In about 42035, a Draconian base station was decimated by one of these creatures, putting paid to the myth that the old Terra-Draconia antipathy was back. And so, the two former Empires combined forces and set about analyzing the creature.

The Banshee appears as a pitch black, slightly insubstantial hooded cloak, with nothing (apparently) inside it. The cloak always has its arms folded across its chest, and it is always emitting faint moans.

The creature moves by what appears to be levitation, at a very erratic speed (anywhere from 1 to 40 km/hr). As a Banshee approaches, all electrical systems in the area begin to fail. Any creatures (including Daleks and Cybermen) who rely upon life support systems will find them totally inoperative, and will take whatever damage is appropriate.

Within a 10 metre sphere around the creature, all electrical fields fall totally dead. As well, heat is drained from the area, to within several degrees below zero at the Banshee's "skin". The Banshee is an energy feeder; the above effects are part of its natural feeding cycle. Its main appetite is, however, living beings; and the way it abosrbs their energy is by its scream.

The scream does not seem to come from the Banshee, but from her (all Banshees are female) general area; she usually emits a very electronic sounding scream, byt she occasionally speaks words in an incomprehensible language. When the Banshee screams it pulses from positive to negative, and within a few seconds is engulfed in a grey sphere of light 12m across. Any living being caught within the sphere takes 6END points, that is skill points, damage and 2 dexterity points damage; as well, there is an additional D6 STR point drain. Any mechanical beings (Daleks come under this category) will take double the above effects. As the Banshee drains the energy, the targets will begin to bleach of colour, their clothes, skin, hair and eyes all turning, if sufficiently exposed, to white. If a being is killed by a Banshee, it dissolves into a pile of white ash. Outside the sphere, the damage is halved, out to a maximum radius of 40 metres. After the scream is complete, the Banshee will move very slowly for a few minutes, and it digests the power.

The Banshee is a terribly erratic, and not particularily intellegent creature. It has a tendency to just aimlessly wander about; it is irresistably drawn towards large concentartions of living things, like spacecraft or a space station. Banshees are normally non-hostile when not feeding, but are known to attack without provocation. They are very solitary; only once has a pair of Banshees been observed together. There are no ideas as to where they come from, how long they live or how they reproduce.

Banshees are difficult to damage; their constant feeding will absorb all but the most powerful energy rifles' shots. Projectiles do not seem to damage it at all, but a blade will do twice normal damage; the metal shaft will disrupt her energy fields considerably. Curiously, Banshees are helpless against force fields; their cries cannot even be heard through them, although other sounds are. They will just sit there, moaning, until they are released.

There is a hypothesis that a similar creature, sighted twice, is very likely related to the Banshee. Dubbed "The Black Nun", the creature is garbed in what appears to be a dark black nun's habit, again being apparently empty. The Nun does not share the Banshee's erratic behavior; it actively seeks out food, and will always attack any living being nearby. Instead of screaming, the Nun points tword a target, which is then engulfed in a black sphere, taking the same damage as the Banshee inflicts. When attacking, the Nun can be heard chanting violent oaths in a similar tongue to the Banshee.

There have also been reports of invisible Banhsees, ones which appear only when they scream. These creatures appear to inflict considerably more damage than the regular ones.

In conclusion, I would strongly suggest that the Banhsee be used only against those players who are quite experienced; novices will find that her wail really does spell doom.

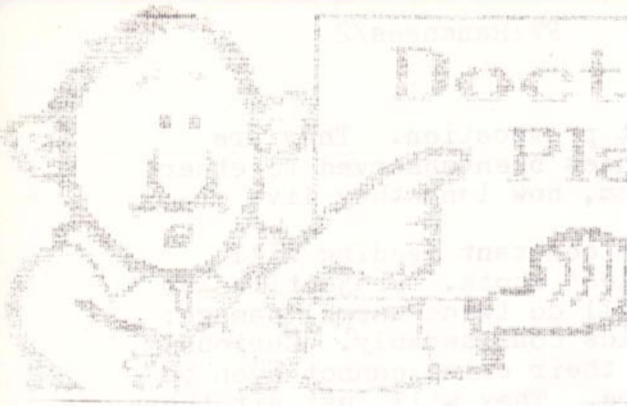
THE BANSHEE (Stats for Black Nun and Invisible Banshee are the same)

Environment: can survive in a vacuum, up to twice normal Earth conditions
Atmosphere: Nil
Body Form: Unknown, but cloaks vaguely humanoid(The Nun more defined than the Banshee)
Size: about mature humanoid female

STR: N/A   MNT: I
END: V   ITN: N/A
DEX: V
CHA: N/A

Appendages: 2
Body Covering: unknown
Senses: energy field detection
Life Style: erratic; could be termed "erratic energy-vore", the Nun being an agressive one
Behavior: also erratic; usually attacks(always so when threatened), but also wanders; the Nun always attacks

MAX OP END: 30   Combat Proficiency: VI
Damage: 6/6/11 END ; 2/3/5 DEX ; d6/d6/d6 +1 STR
Attack: Scream; directed energy drain



Doctor Who Role Playing Game
REVIEWS

All reviews by Mark McMillan. More reviews next issue including the "Warrior's Code" adventure, and the FASA "Five Doctors" miniatures.

The Daleks (Supplement)

FASA's first supplement attempts to cover the Doctor's oldest and most famous enemies, the deadly Daleks. The supplement contains two books: one 38 page Gamemaster book and a PC book, "The Dalek Problem -- A Symposium" which is 24 pages long.

I'm glad to say that this was a pleasure to read and was far superior to the pitiful "Master" supplement, reviewed last issue. It was well written and contained alot of factual and interesting views and I'm sure it will come in handy for almost everyone. Lets hope that this is the precedent for future supplements and that "The Master" supplement was an unfortunate accident.

However it seems as if FASA has a constant problem of using bad artwork, I can name two or three fan artists who do better jobs. Every piece looks like a comic strip or a carricature and is not really worthy of the usually otherwise excellent script contained in adventures, supplements, etc. Photos really would be alot better to look at as well as giving an actual impression of a creature/event rather than these sick comics. Other than the artwork I can not see anything wrong with this supplement, it comes highly recommended.

Player Character Time Lords (Miniatures set #9507)

For some strange reason FASA has decided to market its own PCs, and with some success in this first set, but for the life of me I can't see when I'd use them. But anyway, here is the review:

I shall dispense with descriptions of the miniatures here for two reasons: 1)They were described last issue, 2)I probably would get you confused, as I can't really tell myself.

The miniatures are not bad, especially since they don't have to look like anything we know already, and FASA seems to have captured a sense of character quite well. If you should have to need such miniatures then they are worth getting but unless you are trying to assemble a full set of miniatures or have a use for them, don't buy them. Rating is 7 out of 10.

The Daleks (Miniatures set #9503)

Not bad at all. The set contains three excellently crafted Daleks, which require short assembling(don't worry its very easy, you don't even need instructions) of the "head", "Body", and lower section. The only thing wrong with these Daleks is that the head is not attached(because it is supposed to move) and only sits on top of everything else. This makes them rather flimsy but if they are not required to moveand simply sit on your shelf, they can be quite good looking. Certainly a product worth buying. Rating is 8.5 out of 10.

LETTERS TO THE EDITOR

"Time Meddlers", c/o Mark McMillen, 289
Simcoe [illegible], Prince Albert, ON [illegible] 1R0

LATE VIEWS ON ISSUE ONE

"I did get a copy of TM number 1. Not bad at all. Layout wise, I think there are some things which could be improved, made a bit more neat, but quite clean overall. The computer print looks OK, but I agree that plain 'ol typewriter script will look a bit better than that fancy font. Content wise.... well, it is a bit slim. I'm hoping the next, larger issue will have a bit more meat on the bones as it were. By the way, thank Lisa Truant for the picture of Marvin that went with my article, loved it!"

-Zen Faulkes!

((Thanks for your comments, Zen. Again: readers, I always love hearing from you! Its the only way I can improve an issue and know what you think! Negative comments always welcome, as the next letter illustrates...))

NO FAN OF DON FERGUSON

"Who is this Don Ferguson guy? If find your fanzine to be quite well done, except for that annoying column by Mr. Ferguson. It is downright silly and not very funny at all and it does not deserve a place in your otherwise good fanzine. Cut out the childishness, axe Don!"

-F.I. Dean, Editor "Terminus" fanzine

((Thanks for your comments, even if I don't particularly agree with them, but then again everyone has an opinion. As a matter of fact I am thinking of killing Don - not in the literal sense! - what do you, the readers think? Write me and if there is enough positive response, Don will return.))

VIEWS ON TWO

"Issue two was a two-fold improvement on the prototype issue; I think you've done a huge amount of work and I'm very impressed. I'm glad you've got plenty of stuff for TM3, because I've got more here as well. One module called "Lamaguia" (That's Laa-maa-GUY-uh), which is full of really deep and moral stuff(oooooh! Ahhhh!). As well, I've included a Foe File feature on my own creations, The Banshees."

-Michael Dawber, Glass Wind editor

((Thanks for your comments Mike. And I guess our readers are just going to have to stary tuned for the next issue for that great stuff....))

TIME MEDDLERS

MINI-ADVENTURE #3: JELLY BABIES??

Written By Gary Pedretti

SCENARIO:

Earth. The Doctor's favorite planet and home of his beloved Jelly Babies.

The Master. The Doctor's arch enemy, a renegade Time Lord like himself, who has a record of being the most evil dude in the universe.

About a month before the PCs arrive on Earth the Master had materialised here with a plan of domination. He had developed a mind-altering drug with irreversable effects in his TARDIS, now he has decided to put it to use. He promptly went to the main Jelly Baby factory in Sheffield, England and drugged the president of the company with a drug that makes all who take it obey the Master. He then took over the factory and secretly drugged all the employees. Then he set up two small sections of the factory to mass-produce the drug which would then be put into the Jelly Baby mixture.

He now plans to distribute the drugged Jelly Babies and take over Britain, North America, Australia and eventually the world.

He will then present a plan of his to the Galactic Federation. The plan basically states this: if he is not given complete power over the Federation, he will destroy Earth via their nuclear weapons.

Can the Master's plan be stopped? What will happen to the Federation? But most of all, what will happen to the repuation of Jelly Babies? This is for the players to decide.....

NEEDED INFORMATION:

For more information on Jelly Babies, look on page 51 of the "Sourcebook for Field Agents".

Statistics on the Master are on page 16 of the "Sourcebook" and you could also refer to the "Master Supplement" from FASA.

"Bertie" (presented later in this adventure) is the mascot of Bassets, the candy company who makes Jelly Babies. He is pictured at the end of the adventure.

SUGGESTED CHARACTERS:

The suggested characters for this adventure are the Doctor in his fourth incarnation and any companions. If other characters are used you may want to change the Master to the character's favorite villian(the Destroyer (TM2) or The Controller(TM1) perhaps?).

THE STORY:

Obviously, the characters have to materialise on Earth to start the adventure. It may be for a vacation or to bring back a companion. If the players can not be pursuaded to go to Earth have the TARDIS malfunction in some way and force them to materialise somewhere at random(Earth!).

When they do materialise they will be near Sheffield, England in a civilian's home. The civilian's name is Humphery Levy and he works at the Jelly Baby factory in Sheffield. He will see the TARDIS materialise right in front of his face and become paranoid causing him to get a shotgun and load it. When the PCs come out he will threaten them with the gun and demand an explanation of what is happening. He will believe them to be evil aliens, evil spirits or something similar. The characters must talk themselves out of this situation. Once Humphrey trusts the characters he will unload his problem on them. He will tell them about the happenings at the factory, but only what he knows. Something like this:

He was sick one day and missed work. The next day he noticed that many things had changed. All the workers had become zombie-like. A man named Dr. Retsam has taken charge. He has noticed many vials of a pinkish fluid in the ingrediant centers. And a person dressed up as Bertie has been walking around like a guard watching everybody with a machine gun in his hands. He doesn't know what is happening or wants to. He will beg the PCs for help.

Here are the statistics on Humphrey:

Name: Humphrey - Male Human
STR: IV CHA: III
END: III MNT: IV Age: 29
DEX: III INT: IV Brown hair, blue eyes, average build and looks

Combat: Armed - Shotgun IV
Rifle III (More stats may be developed if
Unarmed- brawling III desired)

The next logical thing for the characters to do would be to go to the factory to figure things out. (Humphrey drives a Jaguar and drives very fast and wrecklessly!) He lives about 7 kilometres from the factory.

When they get there, Humphrey will show them the factory. Humphrey knows where all the rooms are and where everything is in the factory. All workers appear zombie-like and are obviously drugged. After 1D6 minutes the characters will encounter Bertie. Here are the stats:

Name: Bertie, factory mascot
STR: VI CHA: I
END: V MNT: III AP: 7
DEX: IV INT: I

Combat: Armed, Machine Gun V
Unarmed, Brawling III

Bertie is actually a captured Cyberman that has been modified and disguised by the Master. His voice circuits have been removed and main circuits have been altered so he can only obey the Master.

Bertie will force the PCs to the main office, where the Master is sitting. The Master will immediatly recognize the PCs and vica-versa. The Master will spill the beans to the characters, as he is extremly proud of his plan. He then locks up the characters in the northeast ingedient center on the top floor and continues with his work.

The characters must now find a way out of the room and thwart the Master's plans.

ENDINGS:

The players should think of some plan to stop the Master. Here are some obvious ones:

-Blow up the drug storage room and the drugged Jelly Babies

-Disarm Bertie and reporgram him to take orders from the PCs and then use him against the Master.

Outright violence against the Master should be discouraged and is almost impossible, for he has Bertie and his Tissue Compression Eliminator.

AFTERMATH:

The Master, of course, should find a way to escape at the end of the story. By the way his TARDIS is in the shape of a large red model of a Jelly Baby in the main office! The players should develop or have someone develop an antidote for the drugged employees.

All of the drug should be destroyed. Humphrey should play some part in thwarting the Master, and, at the end of the adventure, could become a companion of the characters.

AREA DESCRIPTIONS:

Top Floor:

Ingrediant Centers: This is where the ingrediants are stored before use. The main ingrediants are: sugar, glucose, syrup, water and gelling agents. There are also colourings and flavorings. In each ingrediant center there are many vials of the pinkish mind-altering drug, From here the ingredients are piped to the mixing tubs. All of the pipes are 7 feet high and can be easily walked under.

Mixing Tubs: Where the ingredients are mixed and boiled. These tubs are about 15 feet high with ladders to the tops. After the ingrediants are mixed, they are piped downstairs to the molding room.

Matinence Center: On the walls of this room are guages and dials that tell the weight and temperature of each of the tubes and pipes. There is also a main control panel that regulates operations of all machines. There is one employee here that checks the guages and regulates the controls accordingly.

Bottom Floor:

This is where the majority of the employees are. There are only about 25 employees total because the machines do most of the work.

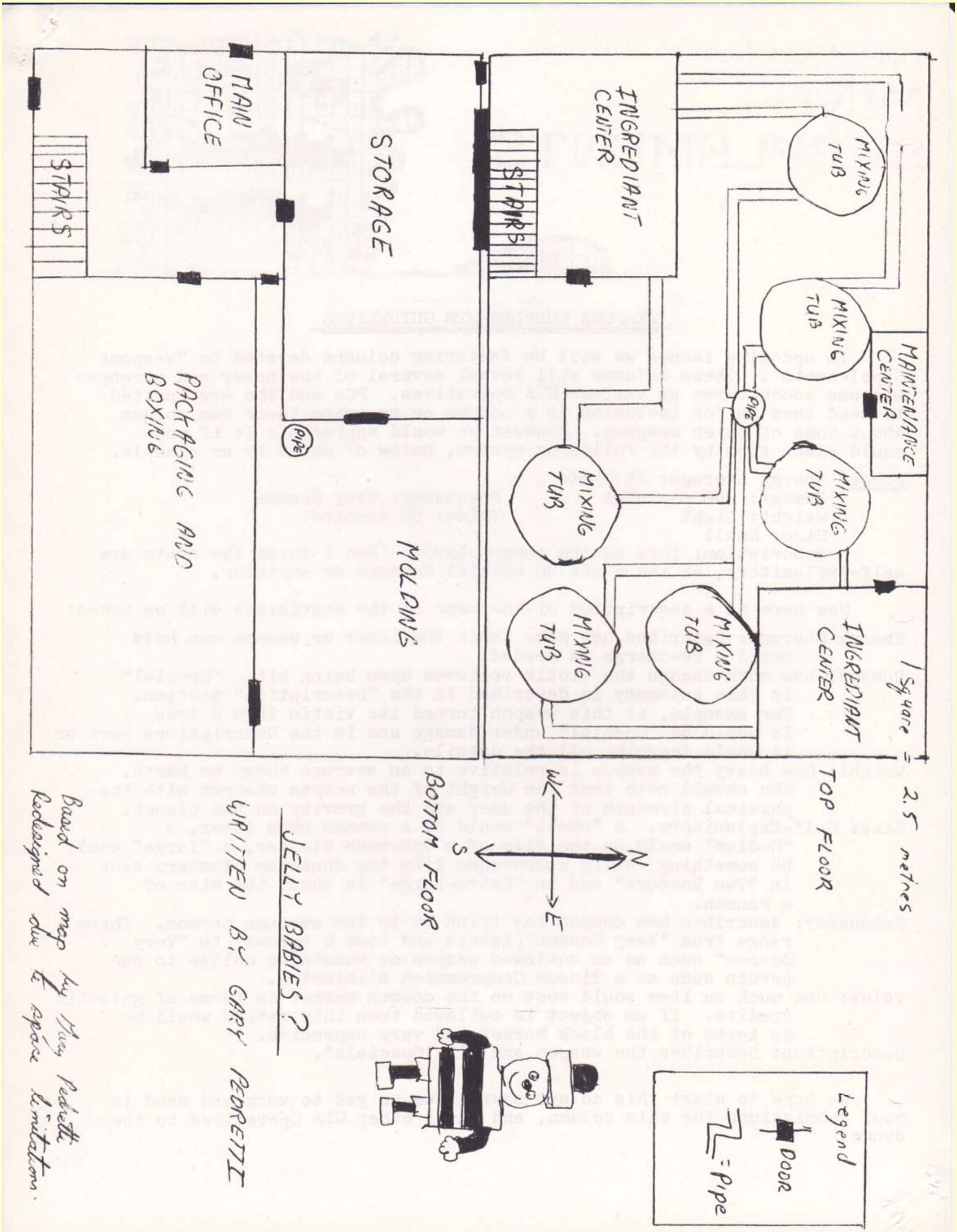
Molding Room: The ingrediants are piped here from upstairs and put in molds to harden. After that they are taken to the packaging and boxing room by employees.

Packing and Boxing: Here the Jelly Babies are put in plastic wrappers and boxed by employees. From here they are carried to the storage room by employees.

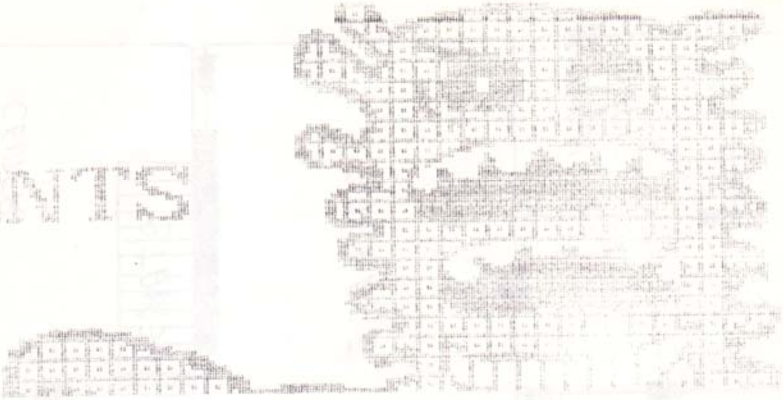
Storage: This room contains rows and rows of the drugged Jelly Babies. There is a large sliding overhead door on the north wall where semi-trucks load up the Jelly Babies.

Main Offices: This is where the Master heads his operation. In the middle of the room is his desk. Behind his desk on the west wall are maps of the world. In the middle of the south wall is a large, red model of a Jelly Baby, about 6 geet tall and 3 feet wide.

NOTE: Descriptions of the molding and packaging machines should be made up by the GM if the players desire.


MAIN OFFICE
STORAGE
STAIRS
INGREDIANT CENTER
STAIRS
MIXING TUB
MIXING TUB
MAINTENANCE CENTER
PIPE
PIPE
MIXING TUB
MIXING TUB
PACKAGING AND BOXING
MOLDING
MIXING TUB
MIXING TUB
INGREDIANT CENTER
TOP FLOOR
1 Square = 2.5 metres
N
S
W
E
BOTTOM FLOOR
JELLY BABIES?
WRITTEN BY GARY PEDRETTI
Based on map by Gary Pedretti
Redesigned due to space limitation.
Legend
= DOOR
= Pipe

Time Meddlers' MINI-SUPPLEMENTS



WEAPONS SUPPLEMENTS GUIDELINES

In upcoming issues we will be featuring columns devoted to "Weapons Supplements". These columns will reveal several of the newer and stranger weapons encountered by various CIA Operatives. PCs and GMs are invited to send them in for inclusion in a column or to write their own column about some of thier weapons. However we would appreciate it if you could class them by the following system, below of which is an example.

Laser
Energy Storage: 25 shots
Damage: 2D6 per shot
Weight: Light
Size: Small
Frequency: Very Common
Value: 50 credits
Description: This is the common laser. And I think the stats are self-explanitory, as there are no special damages or anything.

Now here is a description of how some of the statistics will be based:

Energy Storage: Describes how many shots the laser or weapon can hold until a re-charge is needed.

Damage: how much damage the victim recieves upon being hit. "Special" in this catagory is described in the "Description" section. For example, if this weapon turned its victim into a tree it would be "Special" under damage and in the Descriptions section it would describe all the details.

Weight: How heavy the weapon is relative to an average human on Earth. GMs should note that the Weight of the weapon changes with the physical strength of the user and the gravity on the planet.

Size: Self-Explanitory. A "small" would be a common hand laser, a "Medium" would be the size of a Cybermen blaster, a "large" would be something really cumbersome like the Sontaran blasters seen in "Two Doctors" and an "Extra-Large" is about the size of a cannon.

Frequency: describes how common the thing is to the average person. These range from "Very Common"(lasers and bows & arrows) to "Very Scarce" such as an outlawed weapon or something unique to one person such as a Tissue Compression Eliminator.

Value: How much an item would cost on the common market in terms of galactic credits. If an object is outlawed then this rating would be in terms of the black Market and very expensive.

Description: Describes the weapon and all "Specials".

We hope to start this column next issue so get to work and send in your submissions for this column, and alert other CIA Operatives to the danger!

SUBMISSIONS ARE ALWAYS WELCOME FOR THIS COLUMN. IF YOU'VE DONE SOMETHING TO ENHANCE YOUR ROLE PLAYING GAME PLAY, WHY NOT SEND IT IN TO US????

GAME AIDS

For Your DWRPG

GAMEAIDS #4: THE RASTON WARRIOR ROBOT

Written By Gary Pedretti

Do you remember that funny looking robot who slaughtered a whole squad of Cybermen in the story, "The Five Doctors" (1983)? That was the Raston Warrior Robot, and I have taken a liking to him (it), therefore I have written short piece on him. He'd make a great addition to scenario, so here is that stats for it(him):

Name: Raston Warrior Robot

STR: VI CHA: I AP: 14
END: VII MNT: III
DEX: VI INT: III

Combat Statistics:
Armed Combat, Ranged
Arrows: VII
Bolts: VII

((Of course Gamemasters may wish to add or change statistics as they see fit or depending on circumstances))

INFORMATION:

The Raston Warrior Robot has been called "The Ultimite Killing Machine" and for a very good reason. It looks like a slender, muscular human with white metallic covering and a metal mask, which hides all facial features. It moves very fast and gracefully, and attacks by simply throwing the arrows or bolts(stored in his arms) at very high speeds. Arrows do Table A damage and bolts do 4D6 damage. The Raston robot often has to re-fill its arrow tubes and bolt tubes, therefore it has a stack of them nearby. It takes almost no extra time to re-fill these tubes so people under attack are not likly to notice. However if you were to steal his supply....

The Raston robot can only detect things by sensing movement, therefore, if a potential victim holds close to completly still, the robot will not be able to detect him or her as the robot can not talk or properly see.

The Robot can not be turned off once activated and is programmed only to kill and nothing else. It also has a very special ability -- it can jump into the air and while in the air it is invisible, While in the air it can function normally but can not be harmed by contact or ranged weapons. When it lands, it becomes visible again. It usually will do this once it detects movement, in order to "play with" or confuse its victim (see "The Five Doctors" for an awesome demonstration of him and his abilities). How it becomes invisible or who first made these astounding robots is currently known only to a few in this universe...

Mark
McMillan

Welcome to the second column of "Gamemaster Scenarios". We've made this issue's column even longer, to make up for an absense of one during last issue. I hope you can use some of these as basic premises for your GM adventures, best of luck! Concepts by Mark McMillan.

CORPORATION: When a super-corporation attempts to create the ultimate administrator to run their affairs they end up making a type of mutant-human which is the ultimate descision-maker. Unfortunatly once placed in charge of the corporation's affiars, it goes mad...

MUTANT PHASE: A new type of brain implant has been created that is designed to wipe all the abnormal tendancies from mens' minds. This device can be implaneted at birth(or any time in your life) but this world soon learns that it has some rather nasty side effects when the brain begins to decay, and the body to match....

ANOMALY: When the PCs are in their TARDIS they encounter a freak disturbence in the Time Stream which causes all their past regenerations to force their TARDIS onto a strange alien world, at which point those past regenerations will try to kill their present self....

REGENERATOR: When the PC(s) 's body decays to the point where they may be forced into a regeneration, they decide to pay a visit to Analonia V where a fabulous "regenerator" has been invented that will restore the body's cells, without inducing a natural regeneration. Of course The Master is interested..... But soon both the Master and the PC will learn that not all is as it seems...

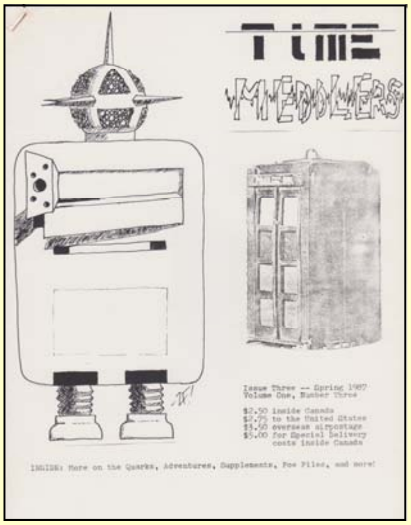
NUMBER OF THE BEAST: When archeologists on the planet Nicro II decide to take an interest in their heritage they accidently release a creature from their most horrific legends. This creatre has almost godlike powers and is soon to be a threat to Gallifrey, as it can actually "eat" time....

SUNSTROKE: When an alien worlds' sun goes nova the inhabitants of their enemy planet offer to save their sun with a new process they have devised. When the planets' scientists investigate the bomb which is to be dropped into the core of this sun to save it everything seems Okay. But when the enemies add water(something so simple as to be overlooked) to the core of the bomb, the sun will give off another type of ray, one which kills only the inhabitants of that world....

NIGHTSCAPE: When one of the PCs is accidently administered a dangerous narcotic they sink into a world of fantasy, the Nightscape. Unfortunatly what the mind believes,-affects the body....

WARPPED: When the PCs' TARDIS accidently runs into a temporal anomaly in the vortex they soon discover that all sense of perspective inside their TARDIS has changed. What once seemed a simple walk from the door to the console takes longer, what once took a second now takes 5 seconds. What is wrong with the TARDIS? Why are distances longer or shorter than they once were? The answer lies within the TARDIS' power core itself....

OVERVIEW OF TIME MEDDLERS ISSUE #3 (VOLUME 1, ISSUE 3) - SPRING 1987


TIME MEDDLERS

Issue Three -- Spring 1987
Volume One, Number Three

$2.50 inside Canada
$2.75 to the United States
$3.50 overseas airpostage
$5.00 for Special Delivery costs inside Canada

INSIDE: More on the Quarks, Adventures, Supplements, Foe Files, and more!

● This third issue is labeled as "Issue Three" on the cover, as well as "Spring 1987" and "Volume One, Number Three". The inside says the issue was released in February of 1987.

● The cover features artwork of a Quark robot (and the TARDIS). The issue includes an expansion of rules and information for the Quarks by Zen Faulkes.

● Cost of the Issue #3 was $2.50 (Canadian) inside Canada, $2.75 (Canadian) to the United States, and $3.50 (Canadian) for overseas airpostage, and $5.00 (Canadian) for Special Delivery costs inside Canada.

● The issue announces news that Zen Faulkes is editing the new Time Meddlers Periodicals segment and the first is to be named "Army of the Cybermen". The issue also announces the discovery of another Doctor Who RPG fanzine called "Intervention" and edited by Michael Hopcroft from the USA. Gary Pedretti is announced as coordinating a US version of the DWRPGNet that was launched the previous issue.

● Zen Faulkes contributed and article called "Zen Faulkes' Help For Gamemasters" which covers the quirks of Quarks and stats for the Cybercontroller.

● Michael Dawber contributed a few items. First he penned "The Jaconda Sequence" an adventure module that takes place 1000 years after the events of "The Twin Dilemma". The adventure has the players finding a defense tower built on the planet and shutting off the computer to render it unarmed. The adventure features a great deal of cultural background and even language for the native Jocandans (called Jaacossan in the write-up). Secondly he added the second Foe File article on a race called the Banshee.

● Gary Padretti contributed the adventure entitled "Jelly Babies??" in which the master plans to use drugged jelly babies to gain control of the world and the galactic federation. The adventure features a Cyberman dressed as Bertie the Basset Company mascot and animated, a year before the similar character of the Kandyman would appear in the *Doctor Who* episode "The Happiness Patrol". Padretti also contributed the Game Aids #4 column covering the Raston Warrior Robot.

● Mark McMillan wrote a column on scenarios, that feature numerous story seeds that could be developed beyond the one or two sentence outlines initially presented. He had done the same in Issue #1.

● Reviews are given for "The Daleks" supplement (highly recommended), Player Character Time Lord miniatures (7 of 10), and the Daleks miniatures (8.5 of 10).

● Feedback letters are included from some of the contributors (Zen Faulkes, Michael Dawson). A letter critical of Don Ferguson is included that came from F.I. Dean, editor of the *Terminus* fanzine is included.

SUMMARY: By issue #3 *Time Meddlers* has come into its own as a fanzine. The amount of useful content continued to grow by featuring multiple adventure modules as well as GM aids and rules. This was helped by the increase in contributors. Both adventure modules ("The Jaconda Sequence" and "Jelly Babies??") are based on original ideas and still hold up. The depth of effort made in describing the culture on Jaconda is a strength for the first adventure, but like many RPG adventures concentrates on details not completely necessary for the flow of the story. The other columns also improved. The overall content of the fanzine varied more and the level of production improved across the board. The staff of *Time Meddlers* had a good product to share.

TIME MEDDLERS

The Fanzine Dedicated to the Doctor Who Role Playing Game by FASA Corporation
A non-profit amateur production

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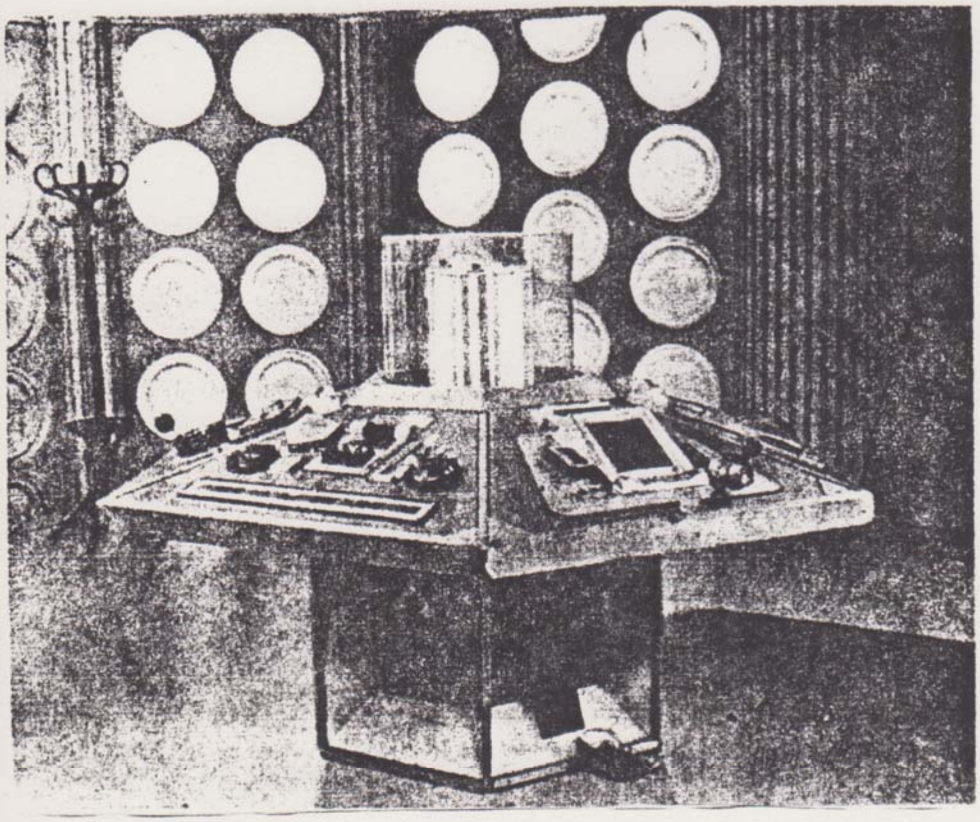
BACKLOG 'ISH' '87

Dear Readers:
Because of a backlog of submissions for "Time Meddlers" we have decided to release this "Backlog" issue to clear up some of our files. More submissions are needed and always welcome but by doing this issue we get a chance to clear up some old ideas and get some new ones. I do hope you'll enjoy this and stay tuned for the next regular issue of "TM". Regards, Mark McMillan, Editor

VOLUME ONE, NUMBER FOUR SPRING/SUMMER 1987 $2.50 (inside Canada)



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Writers in this issue include Mark McMillan, Michael Dawber, Gary Pedretti and Michael Hopcroft

Next Issue is the "TM Yearbook" special due out for May or June also the Summer 1987 issue due out for the summer.

TIME MEDDLERS ISSUE #4 (BACKLOG-ISH ISSUE) - PAGE 1 (COVER) - PAGE 2 WAS BLANK

Time Meddlers' MINI-SUPPLEMENTS

MINI-SUPPLEMENT #2: THE RANI

Written By Mark McMillan

STORY REFERENECES:

For the story which feature the character of the Rani view with 1985 story "The Mark of the Rani" starring Colin Baker as the Doctor and Nicola Bryant as Peri. Also has Anthony Ainley as the Master.

THE DOCTOR'S FEMALE ARCH-RIVAL:

The Rani was one of the most interesting enegades to come out of Gallifreyan exile in a long time. She is not evil, but amoral and a dedicated scientist(chemist in particular). But whereas the Doctor posses a morality conerning science and experimentation, the Rani does not. (Incedently "Rani" is a Hindi word for "Queen" or "Princess" for those who care)

The Rani will carry out experiments without regard for how her subjects(usually intellegent creatures) are feeling or treated. She also keeps to her own interestes, rarely helps anyone such as the Master unless blackmailed or forced into it or it helps her own plans, and does not desire conquest.

She already owns a planet(apparently an accident) called Miasymia Goria(this spelling from the "Master" supplement by FASA but the Novel spells it Miasimia Goria) and is quite satisfied by it, although humans from Earth are often the best experimatation subjects, she feels. She also wants to make the Time Lords 'regret' exiling her.

DESIGNING ADVENTURES:

As I mentioned before, the Rani is not actaully an evil character but an amoral one. Therefore adventures can not be based around the premise of "She wants to rule the universe". She may seek domination over a world if the inhabitants can be used in experimenation, although these instances are very rare.

Everything the Rani does must have a scientific or reseach value as happened in her premier story. Research is always done for one of two reasons: 1)research because of a need(rarely of scientific curiosity), or 2)revenge against the Time Lords.

We have also leanred very little about the Rani as she has only appeared in one story(novel by the same name). Alliances are also very rare and occur only because of a need or due to being forced into a situation (either because she needs help - she's not stupid - or blackmail).

Conquest almost always arises only due to a side effect. In her view all other life forms are inferior - usuable in experiments and people like the Master are insane.

THE RANI'S TARGETS:

The Rani loves to use Earth(TNP) as a base of operations. She has been known to arrive in times of confusion(Wars, crises, etc) to set up a secret base of operations(something which usually brings her victims to her) and carry out her experiments. She is under the impression that humans make one of the best guinea pigs in the universe.

She is also in possession of the planet Miasimia Goria which is currently in a state of anarchy because the Rani, during her experiments, removed the chemical that promotes sleep causing them to become restless and agressive. It is probably unsafe for her to return for any length of time.

The Rani's prefers planets with large populations where a few subjects can vanish unnoticed, keeping out of view of the Celestial Intervention Ageney.

When carrying out her experiments she rarely goes out on the "attack" and instead prefers to let her subjects come to her and her base of operations. By doing this she doesn't get caught and can lull suspicions.

Once in her power she either drugs them for her experiments or hypnotises them with her genetically conditioned maggots.

ALLIES AND ENEMIES:

The Rani only makes allies of convienience. In her opinion everyone is inferior and they can't serve her any real value. If she does indeed require someone to aid her she will backstab them at the first oppertunity.

If one of her plans is failing she often decides to "cut her losses and leave" unless she has a pressing reason to stay.

The Rani's only real enemies are the Time Lords who exiled her. She seeks revenge on them, and perhaps to rule Gallifrey. Unlike the Master, if she ruled Gallifrey she wouldn't unleash them on the rest of the universe.

THE RANI'S EQUIPTMENT:

So far we have seen very little of the genius behind the Rani's devices and doubtless she has other wonders of which we have not seen. Here are some of the items we have seen.

MATTER CONVERSION MINES: These look much like the landmines used on Earth during the early twentieth century, except that they have a keypad on the top. Instead of blowing people up these mines convert animal matter into vegetable matter(humans turn into trees!). The keypad activates the mines and deactivates them and also controls the amount of pressure needed to cause the mine to take effect. These are a product of the deranged mind of the Rani and she actually turned one CIA operative into a tree. Diferent races and sometimes different people turn into different things. Some scientists hace speculated that it acts on the general attitude of the person(this agent theorises that Sontarans would turn into seaweed, etc).

HYPNOTIC MAGGOTS: These are genetically condtioned Earth maggots which are eaten by the intended victim. Once the maggot is swallowed the victim's mind is taken over completly and he will carry out his orders until the death. The proccess is irreversable, although the Rani has a antidote it is rumoured.

BRAIN FLUID EXTRACTOR: This device attaches itself to the side of the victim's neck and extracts a desired chemical from the brain. It is quite painless but when it is removed it leaves a bright crimson mark on the neck. The Rani then has the option of killing them with a special device.

KNOCK-OUT DUST: This material is stored in tablets and when the tablets are broken a dust comes out of them, which causes the victim to pass out. The tablets are often stored in a wrist-band.

RANI'S SCANNER: This acts much like a regular scanning device but instead of a person looking for someone by checking locations, this scanner actually homes in on the person. How it works is unknown but it is definitly a product of the Rani's making.

TARDIS CONTROLLER: This is a remote control device for the Rani's TARDIS. Once activated the Rani's TARDIS materializes in front of her. Such a device has not yet been perfected by most Time Lords and it has evaded such people as the Master and the Doctor.

RANI'S TARDIS: The Rani's TARDIS is one of the most advanced available to Gallifreyan technology(plus a few modifications).

TIME LADY IN EXILE:

Name: Unknown   NICKNAME: The Rani(pronounced Ron-ee)

STR: IV   CHA: III   MAX OP END: 42
END: VI   MNT: VII   FATIGUE/WOUND HEAL: 6
DEX: V   INT: IV   AP: 9

APPEARANCE: Race: Gallifreyan   Apparent Age: Mature Adult
Sex: Female   Actual Age: 250
Height: Average   Recognition Handle: Long dark hair & eyes
Build: Average   Notes: still on first incarnation
Looks: Striking

PERSONALITY TRAITS: Stubborn, Snobbish, Patient, Energetic, Pessimistic

SPECIAL ABILITIES: None Known

SKILLS: (GameMasters choice, proffiecient in Chemcistry and sciences especially.)

INFORMATION ACCURATE AS OF 1986 10 13

TIME MEDDLERS

MINI-ADVENTURE #4: LAMAGIUA

Written By Michael Dawber

BASIC PREMISE:

Torel-ora-toran is a small time drug smuggler in the Andromeda Galaxy. His ship, the Aren-ka-togul, and its crew of five, have just come from a rich Terran colony station with a load of Vraxoin. Their job is to deliver the vrax to another Terran station about 24 light years away. Along the way, the Aren-ke-togul developed some minor engine problems, culminating in a blown out console on the bridge.

Torel-ora-toran landed his ship on a remote, rugged world, noted in the data baks as 'AGR(ANdromeda Galaxy Register) 000 003 123 876'. Upon touch-down the smugglers informed the next ship in the run that they would be a bit late, as the repairs would take a few days.

However, on "AGR 000 003 123 876", Torel-ora-toran and his crew discovered the Lamagiua; large, intellegent birds whose diet consisted of bone shards. They found that these birds, as they were feeding, were particularly easy targets......

PURPOSE:

The players must (a)stop the slaughter of the Lamaguia, (b)destroy the cargo of Vrax, (c)take Torel-ora-toran and his mates to the proper authorities.

TARDIS TOUCHDOWN:

Upon arrival, the players will find themselves atop a wind-swept stone cliff. From here, they can see down into a depp valley, filled with dense, scruffy trees and tall grasses. As well, the cliff continues on at the left and right for several kilometres at least, terminating at the face of a very tall, snow-capped mountain.

The data banks will say that this planet is registered as Lamagiua to the time Lords. As well, it is noted that the planet has been sealed off to all non-Time Lord time vehicles; the native Lamagiua have the potential to become a very powerful race, and they do not want any interferance in their natural life cycles at all. This instruction is listed as special order "11 019".

Exiting the TARDIS the players will be able to see a Lamagiua feeding; please refer to the notes under "alien races" for proper description. If they are carrying any manner of portable energy detector, they will pick up the trace mentioned below.

If they do not exit the TARDIS they will find that the energy scanners have picked up a large reading a few kilometres away, indicating the presence of a relativly advanced trans-light drive. Under the provisions of "Special Order 11 019b", "All Time Lords happening to land upon the planet Lamagiua, finding that other vehciles of temporal or other nature are present, must ensure that all parties are removed from the planet immediatly." The players have little choice but to obey the order.

The cliff will be particularly difficult to navigate, as the face of it is so sheer. It is suggested that the players use the TARDIS to move to the valley floor, as it will save considerable time and energy. If they decide against this, they can follow the cliff to the left for about 1/2 kilometre, where they will find the slope easy enought to navigate. It will take about 25 minutes to reach the valley floor in this manner. Upon reaching the floor(or while walking), roll upon this Natural Encounter table:

1. Null
2. A Lamagiua is seen over head, scavenging for carcasses
3. *A Gillisamphalo rolls out of the grass and attacks.
4. *A Grass snake slithers out of the grasses
5. A Lamaguia is seen attacking a carcass in/on a rocky outcrop.
6. Null

* A Gillisamphalo is a hary, brown sphere, about one metre across, with numerous tentacles, each tipped witha sharp point. The creature normally hunts Grass Snakes, contacting its body, waiting for one to approach, and then skeeering it with the spikes. The creature is not a great threat and can be discouraged with a minimum of effort.

* The Grass Snake is considerably more deadly. The creature is a long, thin cylinder, with a large mouth at one end. The creature is omniverous and will eat anything it can find, including the PCs. It has a single, razor sharp bone ridge, which will cause a cresent shaped wound of 1-3 points damage. If the creature bites continuously for more than 10 seconds, there is a severe danger that a severe wound of 5-10 points will be inflicted. The creature itself would not stand more than one shot from any energy handgun, and probably no more than three or four hacks from a sword.

ENCOUNTER WITH TOREL-ORA TORAN:

At the velley floor, the players will soon hear the sound of an approaching ground car. There is plenty of natural cover, and the PCs will have little toruble in dodging them. As the car passes them, it will contain Troel-ora-toran, his crew, all armed with high powered laser rifles. They are chasing lone Lamagiua, which had ventured down to look for bones to eat. The crew is all firing at the creature, one of them eventually downing it. ANY PCS with Empathy or Telepathy, the later including ALL Time Lords, will get a very strong wave from the Lamagiua as it is hit. The men will then take the bird, and begin to pull its feathers out.

The PCs are well advised not to do anything, as the crew outnumbers and outguns them. If they do make a move, they will have to act very quickly indeed (See NPC stats at rear). In all likelyhood, the players will not be able to overcome the crew; go to CAPTURE.

If the PCs decide to go and investigate their craft be either following its energy trace or going the opposite direction to the car, the crew will take the dead Lamagiua, and fo off in search of more, giving the players a golden oppertunity. Go to FROESTS OF LAMAGIUA.

CAPTURE:

Torel-ora-toran will not be particularly amused by the PC's interfereance (during which the Lamagiua managed to escape, albeit wounded). He will immediatly demand the typical questions asked (ie who are you, what are you doing here, etc). If the PCs' relate the special order, Troel-ora-toran could care less and will suspect the PCs of being Security Officials. Despite all denials, Torel-ora-toran will feverently believe that is what they are, and will decide either to have them shot, or have them taken prisoner. The PCs will have to make a Level IV Charisma or Negotiation/ Diplomacy roll in order to save their lives. If they fail they can make an attempt to break loose with a level V Brawling roll . As well, make the PCs take a level IV Intuition or Mentality roll; if succesful, they will notice that Torel-ora-toran and most of his crew are either intoxicated or under the influence of Vraxoin.

If they are taken prisoner, go to AREN-KA-TOGUL. If they are to be shot and succeed the Brawling rool, go to the FORESTS OF LAMAGIUA.

If they are to be shot and fail, the module ends here.

THE FORESTS OF LAMAGIUA:

The scrub forest in the valley is very dense, and difficult to pass. The crew have blasted out a rough trail with their guns, which is always growing over. If they are escaping from the crew, they will have to take to the forest to be save; there is almost no possibility of being shot in the thick planets. The road is about 1/2 km long, and is in a dead-straight line through the forest.

If escaping, their best bet is to try and reach the ship, or back track to the TARDIS. Heading for the TARDIS will bring them closer to the crew, however, and may prove too dangerous (GM's discretion)

Either way, the crew and Torel-ora-toran will be taking another dose of Vrax, making them particularly violent and quite dangerous. Two of the crew will be sent back to kill the PCs while the rest go on hunting if the PCs are escaping.

Regardless of this, roll on the Natural Encounters table below:

1. Null
2. *A Ygzalla comes flitting through the undergrowth, wildly pursued by a Tamanzoa.
3. Several dead Lamagiua are found, all shot by the crew.
4. A Very lost Gillisamphalo is rolling about aimlessly in the thick growth.
5. *By a scuddy lagoon, a Cyryn is calling for a mate.
6. Null.

A Ygzalla is a three-legged creature, appearing vauguely like an Earth antelope. The creature is quite fast, but has difficulties in thick plantlife, due to the imbalance of its legs. It is normally a plains creature, which is harmless if left alone; this one has been chased into the forest by the persuing Tamanazoa.

The Tamanazoa is another three-legged creature, about four metres high, rather like a greenish Dodo. The creature's toes (2 to each foot) have huge talons, which can rip open a human with a single blow. It is also a plains hunter relying more upon its strength than its speed to kill; it feeds upon more slow moving targets, but can be driven to kill almost anything if food is scarce. PCs are advised to leave any such creatures well alone, as only concentrated fire from a half-dozen laser rifles is likely to slow the gargantuan thing down.

The Cyryn is, with the Lamagiua, one of the planet's more intellegent creatures. It is a large, bloated things, looking more like a hippopotamus with a humanoid head than anything else. The creature is amphibious, although moving on land is quite difficult for it. The Cyryn has developed quite advanced vocal chords, and can sing like a human. The

PCs will find that as they approach the singing (likely to cause some curiosity anyway), they will begin to fell weaker and weaker as they approach. The Cyryn kills with sound; it normally uses this ability to stun other creatures long enough to hit it. Its normal singing is still dangerous, however; prolonged exposure to this bizarre animal will result in death. (The Players will suffer one point of damage every 10 seconds or so they are within range. With a 10 metre sphere, damage will be quite considerable, but they will liekly scare the Cyryn out of its wits, and it will dive back in the pond.)

These encounters should be spread out over the time it takes the players to reach the ship.

AREN-KA-TOGUL:

Eventually, the PCs will arrive at the ship, Aren-ka-togul. The vessel is a small, and fast, cargo carrier. Its touch down point is almost smack dab in the middle of the woods; the heat of its landing has burnt out a sizable clearing, in which there is little but black soil left. The ship is little more than an oval with landing gear, and a door set low on its lower half.

If they are prisoners they will be taken inside and thrown in the cargo cell. If they arrive by themselves, they can investigate the ship at their leisure.

Their purpose here is to destroy the vraxoin, and the easiest method of doing that would be to destroy the ship. Unless the PCs themselves are carrying weapons, they have no means of just destroying the drugs.

The two crew members will remain outside the cargo cell (which has a one-way view port on the outside), taking more vraxoin and drooling over pornographic material until Torel-ora-toran returns. The PC's have no potion but to sit and wait unless they have some concealed weapon to blow the door with; the walls are quite solid.

If free, they can destroy the Aren-ka-togul with little difficulty; the destruct controls are located by the captain's chair, and anyone with Astrogation of II or better will immediatly realise what it is. After they destroying the ship they will have to try and find the crew, and stop them from killing the Lamagiua. Go to SEARCH FOR TOREL-ORA-TORAN.

Torel-ora-toran and his cronies will soon return to the vessel from their hunt, and will immediately wish to see the prsioners. This will be their last oppertunity to try and escape. Torel-ora-toran and his crew are so high that dodging them might not be too difficult (GM discretion). If they chose to not try and escape, they will most assuredly be shot. If they escape, go to HUNT.

SEARCH FOR TOREL-ORA TORAN:

Torel-ora-toran and his group are out hunting the Lamagiua (and other animals) for sport. They have abandoned the ground car temporarily, and are scaling the cliffs; a large heard of Ygzalla is crossing a plain area of the valley, and they are planning to shoot the animals from the cliff tops. As well, there are a few Lamagiua feeding up here.

If the PCs return to their TARDIS, they are able to pin-point the hunters easily, and transport them on top or near them. If they try and scale the cliffs to reach them, a good portion of the Ygzalla will be dead before they get there. As well, all the Lamgiua on the cliffs will be long dead.

If the PCs are scaling the pathes up to the cliffs, they will get several sharp telepathic impulses from the Lamagiua as they die. If the players think of it, or the GM suggests it, they can try and make a telepathic contact with the Lamagiua. If they try it it will be almost immediately sucessful; the PC will be able to communicate with the bird using very simple thoughts or commands. He or she may be able to guide the bird to attack the hunters.

If travelling by TARDIS, the hunters will be convinced that they are hallucinating as it materializes. They will run in terror, except Torel-ora-toran; he will stand his ground and fight the PCs. Again, the telepathic contact with the Lamagiua can be tried, and the birds will be only too willing to attack the hunters. There should be little doubt in the outcome.

If the PCs are victorious, and if any of the hunters survive, they will be wanted by the Time Lords for disturbing the natural path of development of a race. The players can leave Lamagiua for a brief stop of Gallifrey.

HUNT:

If the PCs had to escape from the ship, and are being hunted by the crew, their best bet is to return to the TARDIS. It may take some time to reach it, during which Torel-ora-toran will have many oppertunities to shoot the PCs down. The players will have to try and return to the ship and destroy it; they may have enough time to set the vessel to self-destruct, depending upon the Astrogation abilities of the PCs. If they succeed, they will have to find some way of captruing the crew. Calling the Time Lords might be a good way to go. This part of the adventure is GM's discretion, depending on the actions of the players.

RACES OF LAMAGIUA:

LAMAGIUA:

STR: IV DEX: VI MNT: IV
END: IV CHA: -- ITN: I

The Lamagiua (pronounced Laa-maa-guy-aa) are avian life forms. They are about 60cm high, and have a wing span of 2 metres. They have a blue-grey back, with a light brown head and chest. They have white undersides, and a white chin. They have a sort of black mask of feathers, with two small black goatee-like beards.

The Lamagiua feed on a very unique diet; bones and marrow. They scavenge for a carcass on the wide plains, and then take as many bones as possible, usually in a remaining leg, and fly back with it to their perch. They pull the bones out, and to reach the soft marrow inside, fly up high over the rocky flats they life in and drop the bones. The bones crack open as they hit the rocks, and they then fly down and feed upon the shards. They have a very acidiic digestive tract to dissolve the bone.

The Lamagiua are of considerable intellegence to develop such a unique method of feeding, the primary reason the Time Lords wanted them protected. The Lamagiua tend to be very solitary birds, feeding alone on their high perches. Only for a few breif days during the mating cycle are Lamagiua ever seen in pairs.

The birds tend to be telepathic and are quite receptive to telepathic and empathic communication.

TOREL-ORA-TORAN:

Race: Human Age: 31 Build: Average
Sex: Male Height: Tall Looks: Average
Recognition: well worn red overalls, red complection.

STR: V DEX: V MNT: III
END: V CHA: II ITN: I

Armed Combat, laser rifle: VI
Unarmed Combat, Brawling: V
Engineering: IV
Leadership: III
Space Sciences: all IV
Vehicle Operation,ground car: II
spacecraft: V
Triva, drug distillation and preperation: VII

Torel-ora-toran is a low life who was sentenced to execution for corrupting members of the Andromeda colonization bases. A powerful smuggler and personal friend, Jorr-tam-t'oreel, broke him out of prison and hired him into his drug smuggling ring. Troel-ora-toran has been running drugs for about three years. He is greedy and power-hungry, which is his only motivation in life. He has no regard for the lives of others, only his own.

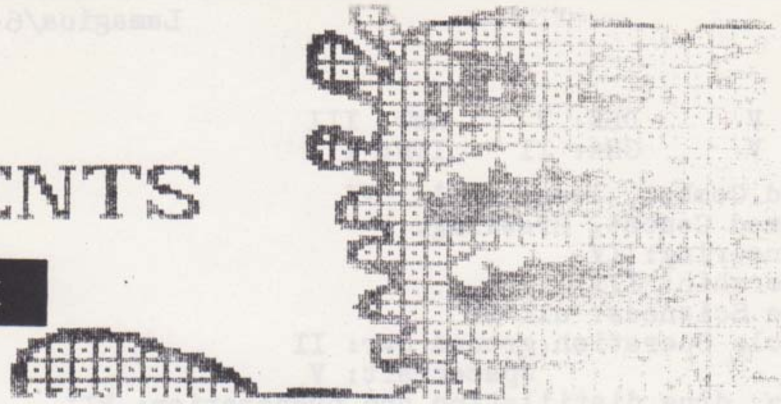
OTHER CREWMEN:

The others all have similar characteristics, at marginally lower levels,and minus leadership. They are all in this for "the fun and the vrax".

Time Meddlers'

MINI-SUPPLEMENTS

REPRINTED ARTICLE



The following article originally appeared in the DWRPG fanzine, "Intervention", in issue #4. Re-printed by permission of the editor.

SUPERBEINGS

THE USE OF ULTRA-POWERFUL ENTTIES IN DR. WHO GAME WITH A SPECIAL APPEARANCE BY THE CELESTIAL TOYMAKER.... Written By M. Hopcroft

The most distressing thing about looking through the first three books of the DWRPG is that FASA has made little real provision for the sort of ultra-powerful adversaries that the Doctor has often been forced to challenge. Beings like Sutekh, the all powerful Egyptian death god whose battle with the fourth Doctor was perhaps the single most horrifying DW story ever made. Or the powerful Guardians, one White, one black...

Perhaps the most notable of these superbeings faced by the Doctor was the Celestial Toymaker, On the surface his realm was like a giant playroom, and he himself devoted to games and puzzles. But there was a far more sinister side to the Toymaker: he played his games to win, even cheating if needed. And his games, far from pastimes, were horrifying and deadly traps whose loser's lives were forfiet.

The Celestial Toymaker is perhaps the most fondly remembered DW story ever made. The most popular fan newsletter in Britain is named for his dangerous realm. The long awaited novelization of this most-missed of the lost stories has been released in hardcover, and should be available in paperback shortly. Yet handling the Toymaker is difficult in current DWRPG systems(in gact, so are most beings like him). The most difficult problem is resolving the enormous power and intellegence of such beings with a system of attributes that stops at Level VII. This even affects how other notable characters play; the Cybermen, for example are said to have the strength of 10 men...

The best way to deal with superbeings in my experience is to do two things: 1. kit-bash when needed to make the characters work, and 2. If all else fails, chuck the rules and role-play.

Believe it or not, levels above VII DO work, but not as traditional levels. There's no room for them in the confrontation chart (level of action vs difficulty of task) which regulates most activity. True. So that's where the kit bashing comes in, take a hint from games like TRAVELLER and make room.

How? Looking up the matrix in my handy copy of the Game Operations Manual, I can tell that the difference in rolls required between a Level VI ability and a level VII ability 3, and the difference between a V and a VI is a 2. Could it be that difficulties, like the costs of levels themselves, creep up gradually? Seems so, so how to represent level VIII?

The best way is to treat it as what TRAVELLER calls a die-roll modifier, or DRM. Now you must roll less than the number on the matrix to succeed in a task. If you have a Level VIII skill or attribute, reduce your roll by 4. And if you are facing a Level VIII task, increase your roll by 4. Higher levels work the same way, but it rapidly becomes astronomical. Level X, for example, would be a DRM of 15! I challenge you to roll more than 15 on 2D6. Impossible? Right! The modifier cancells out any roll you can make.

Does that mean that such a high-powered foe can never be deafeated? Not in a contest of die rolling. But the smart GM knows when to roll and when to let players run amok. Sutekh cannot be overpowered -- he's just to mighty and adversary. But he can be defeated by trickery. The same goes for the Mara, the Daemon, the Toymaker and other such foes. A superbeing pit's your character's ingenuity, not his raw strength or even raw intellegence against overwhelming odds. It is by being clever, not by having good stats or the right kind of stats, that the PCs will triumph.

That said, here is the Celestial Toymaker:

Name: THE CELESTIAL TOYMAKER

Race: Unknown	Attributes:		
		STR: V	CHA: VII
		END: VIII	MNT: VIII
		DEX: VIII	ITN: VIII

Combat Statistics:

Irrelevant. In his realm, the Toymaker can literally summon up huge hordes to do his fighting for him. No weapons known to exist are powerful enough to have any effect on him.

Special Abilities:

Here's where he really gets dangerous. In his realm, the Toymaker controls all matter that is not living. He can create or uncreate things at his whim. He is cabable of setting up links between his dimension and any location in space/time; his usual purpose is to lure sentient beings into his realm to play his games. When he wins a game in his realm, he has the ability to imprison the loser in his realm forever, transforming him/her into one of his creations.

His one weakness is self-imposed; if he ever loses a game, then his current realm is destroyed taking everyone in it with it. Everyone, that is, except the Toymaker. He simply goes on and sets to work assembling a new realm.

Skills:

The Toymaker has knowledge of all skills at the Level VII level. However, with his abilities he has little need of them. He is a level VIII game-player at virtually all games known to man, and is capable of designing his own fiendish variations of them.

Background:

What can you say about the background of a being like the Toymaker. He has no beginning, no end and he is simply eternal.

The Toymaker's life is devoted to games; his only real purpose is to challenge and defeat sentient players. He would especially relish a rematch with the Doctor, the one being in all space/time who has ever defeated him.

Those who do find themselves in a game with the Toymaker will realize he does not play fair. He is more than willing to cheat, especially if he senses that his opponant is trying to.

The Toymaker usually appears as a jolly Mandrin (a mandarin is an official of the Imperial Chinese Court on Earth), but what ever disguise he choses is available to him.

"INTERVENTION" is a DWRPG fanzine published by Michael Hopcroft. Contact him at: 2190 W. Burnside #108, Portland, OR 97210 (USA). Enclose SAE and International Reply Coupon (or SASE In USA).

TIME MEDDLERS

MINI-ADVENTURE #5: SPECTROX SEDUCTION

Written By Gary Pedretti

SCENARIO:

Androzani. A planet where the surface looks like a wasteland. But one should never judge a book by its cover, eh? Very much so for this planet, because its caves which extend underground store the most valuable susbstance in the universe - Spectrox, a liquid which can expand the life span of a human to twice its length.

Sharaz Jek. The very powerful man who holds a storehouse with tons of spectrox. And Jek is a genius, inventor of his own androids, an expert in the field. But he has one problem - his face and body were left deformed by his arch-enemy, Morgus. He has vowed revenge against Morgus, but more importantly, he wants to look normal again, to be accepted.

Davros and the Daleks. What do thay have to do with it? Too much, for Davros has Jek and his spectrox under his control. Jek has not revealed the location of his spectrox, for one simple reason - to stay alive. Davros has had his Daleks search for the storehouse, with no success. Jek is the only one who knows where the spectrox is. So Davros has made a deal with Jek -- if Jek provides a sufficient amount of spectrox for him to experiment with, Davros claims he will restore Jek's face to its original appearance.

But why does Davros need spectrox? For two main reasons: he wants to make his body and life support systems more efficient, and he wants to experiment with spectrox in Dalek embryos, to make them more efficient, and possibly bring them to perfection.

So the PCs must stop Davros and his evil plan. Can it be done? What will happen to Sharex Jek? This is for the PCs to decide....

For obvious reasons, this story takes place before the stories "Ressurection of the Daleks" and "Caves of Androzani". It happens about a year after Jek became deformed. And of course Jek must survive(as must Davros) to allow this adventure to fit in with regular DW lore.

THE STORY:

THE DALEKS

The PC's TARDIS will materialise on point A of Map #1. Why they materialise on Androzani is up to the GM. The characters may wander around the cave systems for a while, but will be detected by a group of three Daleks in 2D6 minutes. If these Daleks are combatted and defeated or evaded by the PCs, another group will appear in 1D6 minutes and so on until the characters are captured. When they are captured, they will be taken to Jek's base(shown on map 1) where they will be interrogated using the interrogation center. They will be forced to grip the sensor spheres and they will be asked the normal Dalek-type questions("True or False -- You have come here to sabotage normal Dalek operations", etc). The computer linked to the sensor spheres will notify if a non-human is being interrogated(a Time Lord for example). After interrogation they will be out in the prison cell.

If the PCs escape they will be re-captured in 1D6 minutes and then locked in the cell again with one guard Dalek.

In 4D6 + 6 minutes, the PCs will be escorted out of their cell and then into the main control room by 3 Daleks. Here the characters will see Sharez Jek with 5 of his androids as well as Davros with 4 Daleks.

Davros will then interrogate the PCs and demand to know "What is this?", pointing to the PCs TARDIS which will have now been brought there by Jek's androids.

The characters, after answering, may enquire what the Daleks are doing on this planet and who Jek is. Then Davros, being proud and also optimistic, will tell the characters about Spectrox, Jek, and their deal, as well as the experiments.

If the PCs warn Jek that Davros will simply use him and kill him, Jek will not believe them as he has become quite loyal to Davros.

The PCs will then be escorted back to their cell. Davros claims "they might be useful.".

In 2 D6 + 3 days, if the PCs have not escaped, they will be taken to the surface and into the Dalek scout-ship, where they will be flown to a Dalek craft orbiting Androzani. There they will be tortured until they reveal the secrets of time travel. GMs can develop this into a full adventure of its own.

ESCAPE:

The PCs should now attempt escape and thwart Davros' plans.

The PCs should know something about the government's control of the upper levels of the cave system from the map in the control room. They could escape to the upper levels and seek the government's army's help. The commander of the army there is named Jon Brown. He and his army number about 250 and are assigned here to keep spectrox smugglers away from Jek and to eventually take over Jek's territory and the spectrox. Brown does not know about the Daleks and their doings. Brown does know alot about Jek's androids and the cave system well.

CLIMAX:

The players should develop a plan to stop Davros. An obvious but violent one would be to have the army launch an attack on the lower levels. But the PCs may never see the government's army. Another solution could have the PCs negotiate with Jek and convince him how evil Davros is. Then Jek could have his androids combat the Daleks and take his control of the lower levels.

AFTERMATH:

After the Daleks have been thwarted, the PCs may want to stay on Androzani for a while. Davros should escape with some Daleks to return for another day. The PCs could help negotiate between the government and Jek to start a friendship and spectrox trade between the two,

NPCs:

DAVROS AND THE DALEKS:

Statsitics and information on Davros and the Daleks may be found on pages 19, 22 and 23 of the sourceboom for field agents and on page 21 of the Game Operations Manual.

SHAREZ JEK:

STR: IV	DEX: IV	MNT: VI	AP: 8
END: V	CHA: IV	INT: III	

Appearance: A male human with average height and build. He wears a black suit that covers his whole body and a black and white helmet which covers his whole head, hiding his deformities. His left eye is fake. A picture of Sharez Jek can be found on page 61 of the Game Operations Manual.

Skills: Geology III
Cartography III
Chemical Engineering VI
Electrical Engineering IV
Mechanical Engineering III
Small Unit Tactics III
Chemistry V
Computer Sciences V
Physics IV
Surviellence IV
Communication Systems IV
Computer Systems IV
Cybernetics VII
Electronics V
Brawling III
Negotiation/Diplomacy IV

JEK'S ANDROIDS:

STR: VI DEX: VI MNT: – Armed Combat, Machine Gun: VII
END: VII CHA: – INT: –

Appearance: These androids look like humans clothed in greenish-grey suits. They have plastic looking heads with a round transparent hole in the middle of their head(the "eye"). They have infra-red vision and obey only Jek and obey without question. They carry small machine guns and have internal communication systems so they can all be controlled from Jek's controls at his base.

OTHERS:

Due to space limitations Gamemasters must make up statistics for "Jon Brown -- commander of the government forces on Androzani" and for the typical solider of the government forces.

AREA DESCRIPTIONS:

MAP 1:

This map is only a cross-section of the cave system. The caves wind about from north to south on each level, therefore you could not stand at the east end of a level and see the west end. All the levels of caves are basically the same, there is a flat pathway with rock rising on either side of the path and eventually coming together to form a "roof". Elevators are at the ends of each level to take people from one level to the next.

The Dalek tunnel to the west side of the cave system is how the Daleks get to and from the base. There are two elevators which take them up and down and a short passageway to the base.

A Dalek patrol is three Daleks guarding their given area. A government patrol is two soldiers guarding their given area for spectrox smugglers with machine guns.

The two secret doors on level one and two conceal a rope lift used by specrox smugglers to avoid the army base.

The secret door on level 6 leads to an elevator to get to the spectrox storage and refinery. In order to operate the elevator, you must punch in a code known only to Jek and his androids on a keyboard next to the elevator doors.

Consider finding secret doors a level VII task in trap discovery skills. Disregard this if the character has been told where the door is.

MAP 2:

The elevators go to the two levels of Jek's base and up to level six of the cave system. All doors are automatic sliding doors and may be locked from the inside of the room or from the main control.

Level 1:

Surveilence/Android control center -- This is where Jek can keep up to date with what is happeneing in the army base and where he can control his andorids from.

On the west wall is the surveilence system. Jek has his cameras placed on the main control and cpatain's quarters of the army base. He also has cameras outside the doors of the base and on all levels of the whole cave system. The surveilence system composes of ten video screens with some controls for swirling and focusing cameras, volume, etc. On the south wall is the android control system. This composes of a large video screen and many controls. The video screen enables the viewer to see them through any android's "eyes" by adjusting the controls. Then Jek can send orders through the audio system to any andoid he wishes. The androids will only accept orders dictated by Jek because they take a speach print on each command and compare it to Jek's. There are 15 of Jek's androids in total.

Jek's Quarters -- this is where Jek lives.

In the northeast corner of this room is Jek's bed. In the SW corner is Jek's desk and personal computer systems. And in the SE corner is Jek's safe which contains his personal supply of spectrox.

Storage/Android production and repair center -- In this room Jek keeps extra materials and parts of androids. In this room are enough spare parts and extra materials to build to more complete andorids. There is also parts for computers, extra weapons for androids, and surveillence equiotment. This is also where androids will go. There are usually five to ten androids here all the time.

Food Kitchen/Storage -- This is a bare-walled room with an extra thick door. There is a ventillation shaft 10 metres off the ground(as in every room) on the south wall. When this room is occupied, there will be an armed guard(android) outside the door.

Level 2:

Prison Cell -- This is a bare walled room with an extra-thick door. There us a hidden ventalation shaft 10 metres off the ground (as there are in every room) on the south wall. When this room is occupied there will be one android guard outside the door.

Dalek Laboratory -- This is the heart of Davros' experiments.

On the whole west wall there are rows of Dalek embryos enclosed in glass. Davros will use these for his experiments. On the north wall there are many vials of spectrox, some microscopes, brain-wave reading machines and nother scientific equiptment, which are sitting on a long table. In the Northeast corner is a computer which stores experiment logs and figures out equations. In the center of this room is a large table for experiments. Also in this room are two humans drugged by Davros and are carrying out experimental work on Davros' orders. They can not talk and will ignore intruders; they behave like zombies.

Dalek Storage -- This is used for storing micellaneous items for the Daleks. Somethings are here: laser cutters, spare Dalek parts, communication devices, spare computer parts and two Dalekanium bombs.

Lab Storage -- This is used for extra materials needed in the lab. Some things are : laser cutters, operating tools, some vials of spectrox, etc. There are also three imbobilised Daleks with no embryos in them.

Interrorgation center -- This is where Dalek prisoners are taken for interrogation. On the south wall of this room is the interrogation camber, flanked on both sides by the interrogation computers. The interrogated person simply grips the two sensor spheres and answers questions. If the person lies shock blasts of electricity are sent back through the spheres, causing temporary pain.

Dalek main control -- The heart of Dalek operations on Androzani. On the west wall is the Dalek communication center. A Dalek or Davros can give orders to Daleks from here and Daleks can report back. Dalek ships in space can also be radioed here.

On the north wall is a large map of the cave system of Androzani, similar to map 1. It is specified by colour which levels are controlled by Jek and which are controlled by the government.

This room is also the quarters for Davros and Daleks not in use. There are fifty Daleks total on Androzani and ususally at least 25 will be here, ready to go into action.

MAP 3:
Level 1:

Main control/surveilence -- This is the heart of all army doings. On the west wall is a surveilence center similar to Jek's. The government has cameras on all levels it controls and has a two-way A/V system in all rooms of the base. One soldier is always stationed on this survielence system to patrol the cave levels for spectrox smugglers.

On the north wall is the audio communication system. Every soldier carries a walkie-talkie like communicator on his wrist and they may recieve and transmit orders to here.

On the east wall is a map of the cave system and a long range communicator to contact both spaceships and people on the surface.

The small weapons room contains 25 machine guns and fifty grenades for emergency use.

Captain's quarters -- Where the captain lives. Contains a bed in the west wall, a log computer on the north wall, and a desk with a computer along the south wall. There is also a safe hidden behind the bed contining a laser pistol and four vials of spectrox.

Recreation room -- Where soldiers can go for R&R. Contains: a few video type games, a small rifle range, and games like checkers and chess, whatever suits your fancy.

Food storage/Kitchen -- Where the gruel is stored and prepared for the hungry soldiers.

Mess Hall -- Where 250 soldiers will be served. Contains rows of tables and chairs.

Prsion cell -- same as on Map 2.

Barracks -- where 250 soldiers rest. Includes rows of beds and lockers along each wall for clothes, etc.

Level 2:

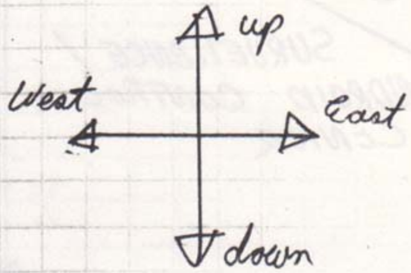
Storage -- Contains things like extra army uniforms, computer parts, ropes, hooks, communications equiptment, video camers, etc.

Weapon storage -- The room is locked and contains: crates of grenades (total 400), crates of land mines (75), crates of time bombs(5), 300 machine guns, 250 knives, 5 heavy machine guns. Guarded by 1D6 soldiers at any given time.

Maps included.

CROSS - SECTION OF THE CAVE SYSTEM OF ANDROZAN I

MAP 1


up
West
East
down

$ = Secret door

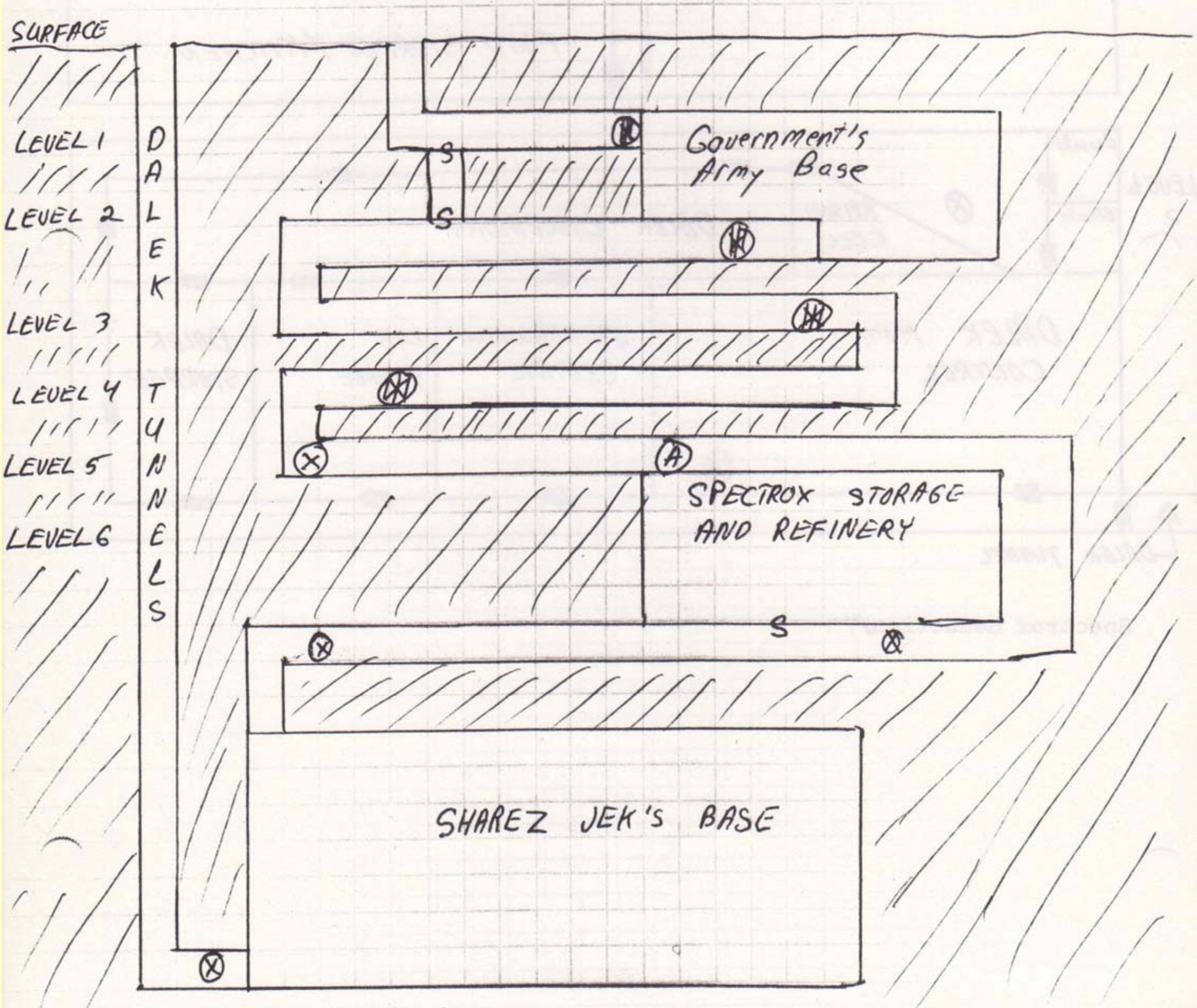
□ = 20 metres

⊗ = DALEK Patrol

Ⓐ = Point A

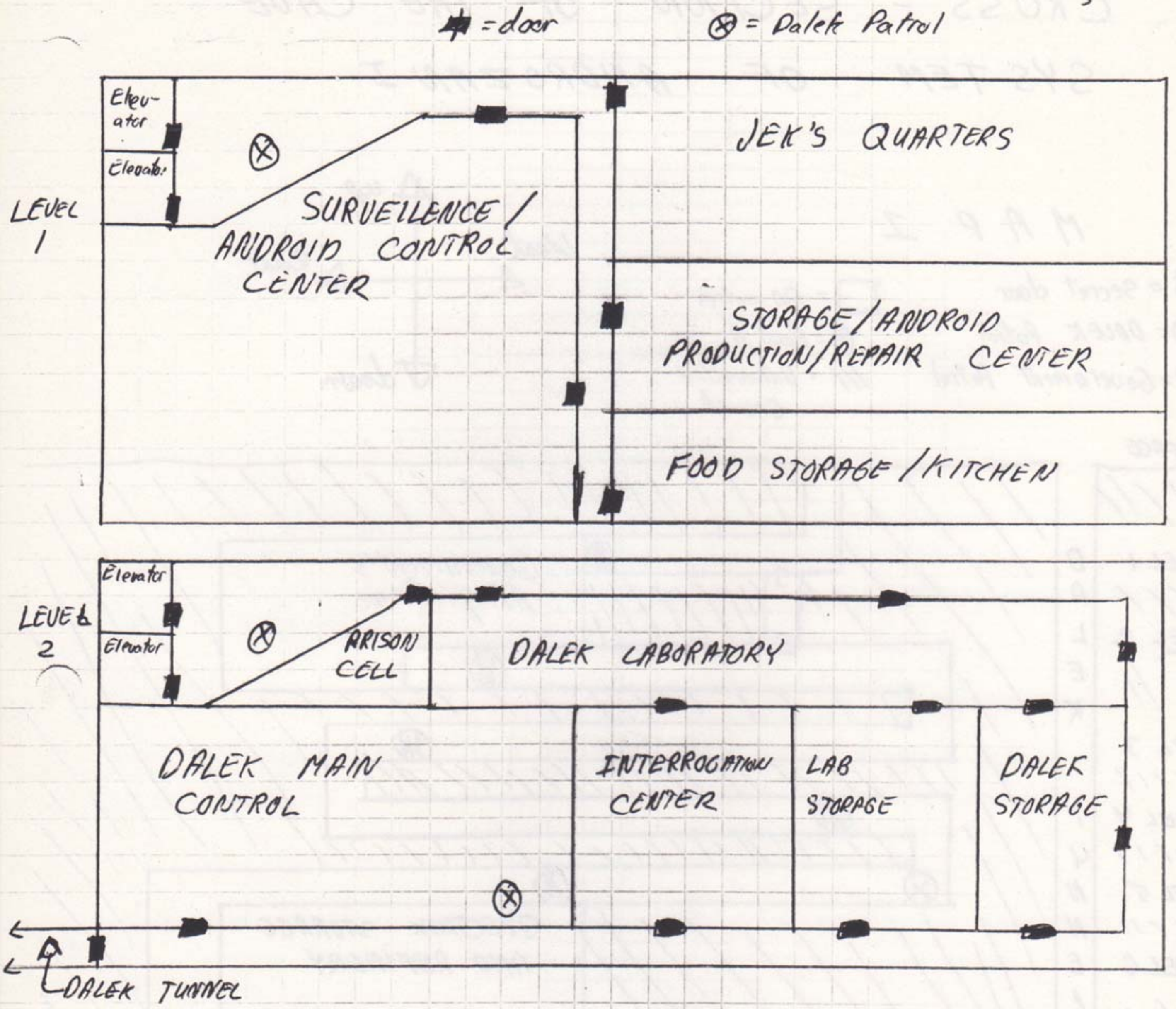
Ⓗ = Government Patrol

/// = Untunnelled Ground

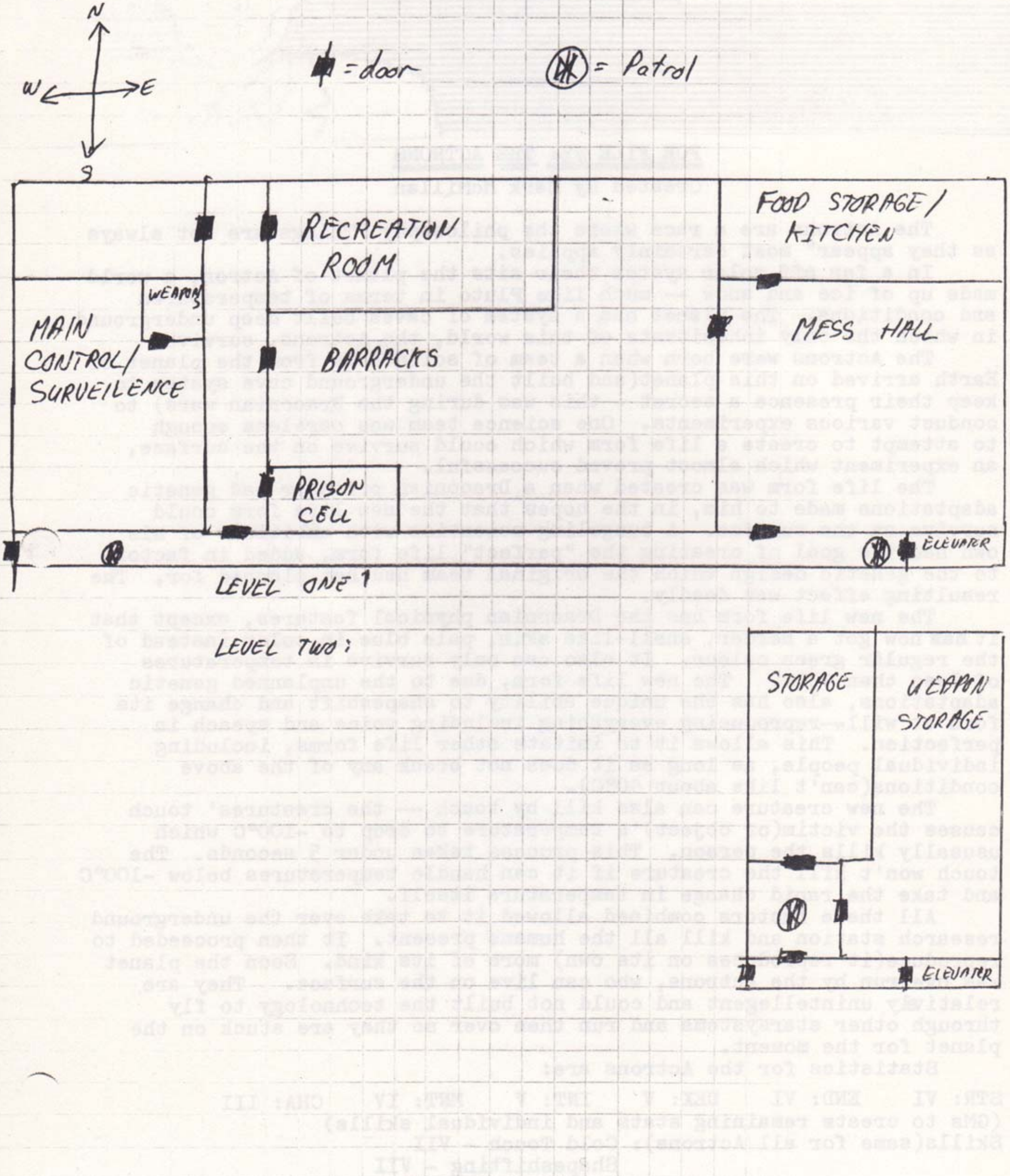

SURFACE
LEVEL 1
LEVEL 2
LEVEL 3
LEVEL 4
LEVEL 5
LEVEL 6
DALEK TUNNELS
Government's Army Base
S
S
A
SPECTROX STORAGE AND REFINERY
S
SHAREZ JEK'S BASE

MAPS DESIGNED BY G. Pedretti.

MAP 2: SHAREZ JEK'S BASE


▮ = door
⊗ = Dalek Patrol
LEVEL 1
Elevator
Elevator
SURVEILLENCE / ANDROID CONTROL CENTER
JEK'S QUARTERS
STORAGE / ANDROID PRODUCTION / REPAIR CENTER
FOOD STORAGE / KITCHEN
LEVEL 2
Elevator
Elevator
PRISON CELL
DALEK LABORATORY
DALEK MAIN CONTROL
INTERROGATION CENTER
LAB STORAGE
DALEK STORAGE
DALEK TUNNEL

ANDROZANI ARMY BASE MAP 3


N
W
E
S
= door
= Patrol
RECREATION ROOM
FOOD STORAGE / KITCHEN
WEAPONS
MAIN CONTROL / SURVEILENCE
BARRACKS
MESS HALL
PRISON CELL
ELEVATOR
LEVEL ONE ↑
LEVEL TWO ↓
STORAGE
WEAPON STORAGE
ELEVATOR

The Doctor Who Role Playing Game's

FOE FILE

FOE FILE #3: THE ACTRONS

Created By Mark McMillan

The Actrons are a race where the philosophy "Things are not always as they appear" most certainly applies.

In a far off solar system their sits the planet of Actron, a world made up of ice and snow -- much like Pluto in terms of temperatures and conditions. The planet has a system of caves built deep underground in which the only inhabitants of this world, the Actrons, survive.

The Actrons were born when a team of scientists from the planet of Earth arrived on this planet(and built the underground cave system to keep their presence a secret - this was during the Draconian wars) to conduct various experiments. One science team was careless enough to attempt to create a life form which could survive on the surface, an experiment which almost proved successful.

The life form was created when a Draconian prisoner had genetic adaptations made to him, in the hopes that the new life form could survive on the surface. A bungeling scientist with ambitions of his own had the goal of creating the "perfect" life form, added in factors to the genetic design which the original team had not planned for, The resulting effect was deadly.

The new life form has the Draconian physical features, except that it has now got a harder, shell-like skin, pale blue in color instead of the regular green colour. It also can only survive in temperatures of less than 40°C. The new life form, due to the unplanned genetic adaptations, also has the unique ability to shapeshift and change its form at will--reproducing everything including voice and speach in perfection. This allows it to imitate other life forms, including individual people, as long as it does not break any of the above conditions(can't like about 40°C).

The new creature can also kill by touch -- the creatures' touch causes the victim(or object)'s temperature to drop to -100°C which ususally kills the person. This process takes under 5 seconds. The touch won't kill the creature if it can handle temperatures below -100°C and take the rapid change in temperature itself.

All these factors combined allowed it to take over the underground research station and kill all the humans present. It then proceeded to reproduce(it reproduces on its own) more of its kind. Soon the planet was overrun by the Actrons, who can live on the surface. They are relatively unintellegent and could not built the technology to fly through other starsystems and run them over so they are stuck on the planet for the moment.

Statistics for the Actrons are:

STR: VI END: VI DEX: V INT: V MNT: IV CHA: III
(GMs to create remaining stats and individual skills)
Skills(same for all Actrons): Cold Touch - VII
Shapeshifting - VII

In a few years the Actrons were visited by a small Earth scout ship, as the research team had not returned to Earth on schedule. The Actrons managed to disguise themselves until the team had finished their investigation and then the Actrons managed to slip a few of their people on board the Earth ship.

The three Actrons which managed to get on board the ship disguised themselves and returned with the ship to the space port of Telock where they took over the spaceport, again killing all the people on it. To our knowledge they are still there, some may have gotten onto escaping spacecraft and are spreading themselves across the galaxy. And Time Lords and CIA Operatives encountering this race are reported and instructed to eliminate them as best possible so that they pose no threat to the free universe.

FOE FILE #4: COMPUTRON

Created By Mark McMillan

Computron is a unique enemy -- one that poses no threat to uncivilized worlds and one that affects only technological worlds. He is a parasite and totally dependant on computers, but still poses a great threat.

Computrom was born when a scientist attempted to create a computer with intellegence on the planet of Zastos. In a freak accident he not only found a computer that had the power to think, but one with motivations and desires, in short -- a new life form.

Computron promptly took over the computer in which it was situated and absorbed all the knowledge. After acomplishing this it found a way to travel from computer to computer, taking them over and abosrbing the knowledge. Soon the entire planet of Zastos was eliminated under the reign of Computron.

Exactly how computron survives is still a bit of a mystery. We know it lives on knowledge and as long as the host computer is active it can never die. What we do know is that it is probably a burst of energy that can hurl itself a distance of about ¼ of a kilometre or travel along communication lines or power cords. Once Computron has occupied another computer or data bank it still occupies the last data bank, so it multiplies and conquers.

Computron can also board ship's computers and move onto other worlds. Therefore it conquers other worlds and solar system and it eventually hopes to take over the entire universe. Destroying it utterly is near to impossible: it can exist in other computers throughout the Galaxy.

Name: Computron Intellegence

STR: -	CHA: III
DEX: -	MNT: VII
END: VII	INT: V

Computron has alot of skills stored in its data banks, almost every one in the galaxy. It, however, can not do anything physical such as construction and fighting. To acomplish this it can take over the minds of robots(it also spreads itself like this) to do its manual task. Computron's intellegence is spreading itself like a disease across the galaxies and its a danger wherever there is technology, which is almost everywhere........

The Doctor Who Role Playing Game's FOE FILE

FOE FILE #5: THE IMPS

Created By Mark McMillan

The IMPs are certainly one of the most interesting races the PCs are likely to encounter. They are not actually evil but can still be a large threat to the known universe.

Imps are the native race of the planet of Ikotsaka, in the Stellion galaxy. The average Imps stand at 1 metre in height and they are elfin in form. They have remarkable abilities of telekenetic power that are almost unknown to most humanoid races throughout the galaxy. Their nature is very mischievious and they like to cause trouble for its own sake. They tend to act as poltergeists and can be very dangerous when provoked. (They are very hot-tempered)

They have several unique abilities, not the least of which is to be able to see into the future up to 1 hour in advance. They can also create things using the powers of the mind as well as teleporting up to two kilometres.

They can not be damaged by energy weapons but almost everything else works at 1/4 regular damage. In fact, energy weapons are absorbed into the imp to allow it to gain strength. The only things that do great amounts of damage to Imps are psychic blasts such as another Imp's attack or creatures using similar telepathic abilities. For example, a Psychic Interfereance Transmitter would make an Imp totally helpless, a hit to the back of the head would then be able to kill the creature.

Below are the statistics for the Imp:

Name: Imp (Average)
STR: V CHA: III MAX OP END: 30
END: V MNT: VI WOUND/FATIGUE HEAL: Special **
DEX: IV INT: V AP: 7

Special Abilities: Telekenetic powers, see description

Skills:
Armed Combat, all weapons(any 8): V
Climbing: VI
Gambling: V
Gaming: V
Military Sciences(any 2): V
Streetwise: IV
Triva, Telekenesis: VII
Triva, Psychic Projection: V
Triva, Teleportation: V
Triva, Prophecy: IV
Vehicle Operation(any 2): IV
Haggling: V

(cont...)

Descriptions:

Triva, Telekenesis: Use and ability of telekentic powers and the ability to learn and devlop such powers.

Triva, Psychic Projection: The ability to create hallucinations and/or solid or living objects for apparently nothing but willpower. They also have the ability to command these things(if they are living). They have a range of things which they are capable to create as well. For example and Imp couldn't create a planet but would find it easy to create a simple stone. Use this below chart when using the chart:

Roll	Result
1	Unable to create
2	Create a hallucination while concentrating on it
3	Create a hallucination without having to constantly concentrate
4	Create an inanimate object, real(eg statue)
5	Create/Command a living object

There are other things to take into acount, for example the Imp may only want to create an illusion,in which case rolls of 4-6 would take on 1-3(eg 4=1, 5=2, 6=3). But for more difficult things this roll should be made.

Triva, Prophecy: The ability to predict things with at least 50% accuracy. Again, there is no known explanation. An Imp can only predict things which will happen a day in advance. Roll on the below chart:

Roll	Result
1	Prediction is completely wrong
2	Unable to predict
3	Prediction is 50% accurate (GM decides what things are wrong)
4	Prediction is 75% accurate
5	Prediction is 85% accurate
6	Prediction is 100% accurate

Triva, Teleportation: The ability to teleport from location to location within a distance of 2km or less. Again use the below chart:

Roll	Result
1	Successful Teleportation
2	Unsuccessful teleportation - Imp dies
3	Partial success -- Imp suffers 1D6 damage
4	Successful teleportation
5	Imp arrives at wrong location
6	Successful teleportation

The Imp never tires except during the following uses: Propechy abilities which cause 1D6 Fatigue point losses, Teleportation requires 1 hour of rest within 3 hours of the act, and Psychic projection causes 1D6 X2 fatigue point losses.

TIME MEDDLERS

The Fanzine Dedicated to the Doctor Who Role Playing Game by FASA Corporation

A non-profit amateur production

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SPRING 1987 ISSUE: Prices as are for the above. This issue contains two adventures, GM Scenarios, the Final column of Don Ferguson, DWRPNet and USDWRPNet, and more!

BACKLOG ISH : You're holding it in your hands.

YEARBOOK 1986-87 ISSUE: Due out for release in either May or March. No orders will be taken as yet. Will contain articles from various writers that have been used in previous issues throught the year.

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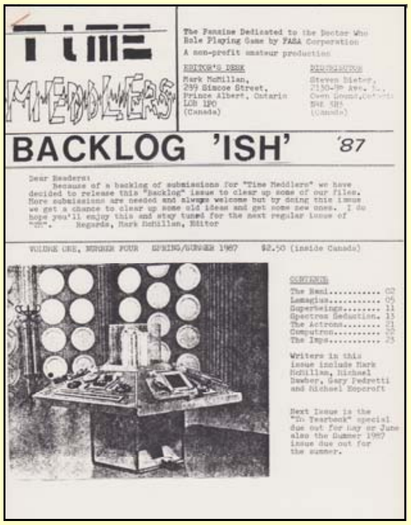

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BACKLOG 'ISH' '87

Dear Readers:
Because of a backlog of submissions for "Time Meddlers" we have decided to release this "Backlog" issue to clear up some of our files. More submissions are needed and always welcome but by doing this issue we get a chance to clear up some old ideas and get some new ones. I do hope you'll enjoy this and stay tuned for the next regular issue of "TM". Regards, Mark McMillan, Editor

VOLUME ONE, NUMBER FOUR SPRING/SUMMER 1987 $2.50 (inside Canada)

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Writers in this issue include Mark McMillan, Michael Dawber, Gary Pedretti and Michael Hopcroft

Next Issue is the "Tm Yearbook" special due out for May or June also the Summer 1987 issue due out for the summer.

● This fourth issue is labeled as "Volume One, Number Four" on the cover, as well as "Spring/Summer 1987". The cover identifies this as a "Backlog "ish" '87" issue.

● The cover features a photo of the Tom Baker era TARDIS console room.

● Cost of the Issue #4 was $2.50 (Canadian) inside Canada, postage to other locations was not given on the cover of this issue.

● The issue announces that this issue is the "Backlog 'ish '87" issue. On the cover editor Mark McMillan says that by printing this issue it clears some of the fanzines files (and presumably pending articles) and gives the team "a chance to clear up some old ideas and get some new ones." This is interpreted to mean that articles that were pending for publication were printed in this issue to let the team focus on new submissions and ideas that the writers and editor hoped could be developed.

● Mark McMillan wrote Mini Supplement #2 on The Rani (being sure to point out that all information was accurate as of 13 October 1986, as the Rani was due to appear the next year again in the 7th Doctor story "Time and the Rani"). He also contributed Foe File #3 on a race called the Actrons (a shape-shifting race based on Draconian DNA and an experiment to make the ultimate life form); Foe File #4 on the intelligent computer named Computron (and energy being that seems to predate the similar create called the Wire in the *Doctor Who* episode "The Idiot's Lantern"); and Foe File #5 on a race of mischievous miniature humanoids known as Imps.

● Michael Dawber contributed the adventure module "Lamagiua" (the creatures named in the title are sometimes also called "Lamaguia" in some places as there is inconsistency in spelling). The adventure features Vraxoin smugglers who begin the extinction of the bird-like Lamagiua creatures. The adventure includes a number of charts for "Natural Encounters" akin to a random encounter or a "Wandering Monster" encounter in *D&D*. This adds to the variety of events that could happen in the adventure. All of the original races and monsters are given stats in this adventure module.

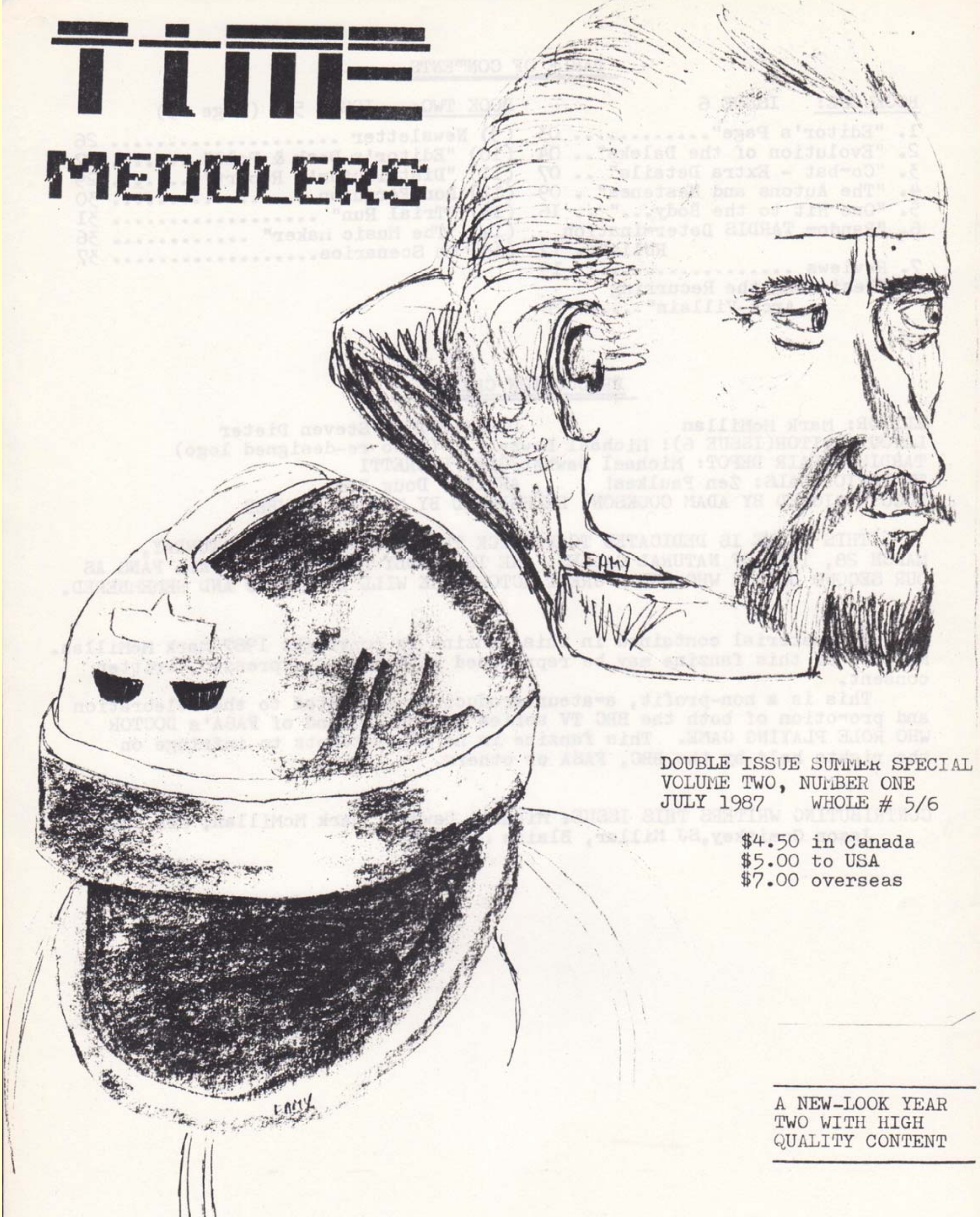
● Michael Hopcroft contributed an article on Superbeings in *Doctor Who* RPGs, which was an article reprinted from Issue #4 of the I*ntervention* fanzine, which also covered the *Doctor Who* game.

● Gary Padretti contributed the adventure entitled "Spectrox Seduction" an adventure set before the events of "Resurrection of the Daleks and "The Caves of Androzani" as Davros and his Daleks search for Sharez Jek and the secret of Specrox. This adventure is driven by a narrative timeline, but maps are included along with descriptions of each area or room and what is found there.

● Back issues of the fanzine are available for order on the back page of the fanzine, revealing printed copies we still available and in stock with the distributor. It also reveals that back issues were sought by others.

SUMMARY: The original content found in Issue #4 is quite welcome. Two new adventures, three new races, and a fine article on gamemastering super-beings are all packaged together in a single place. Without the standard articles of the editor's column or the distributor's report the fanzine is not quite the full issue with details of the production or comments on intent and feedback. In some ways, this makes the issue get right down to the business of providing interesting and useful tidbits of information suited for use in one's role-playing campaign. However, the lack of other details fail to give us a better sense of what was going on in the gaming world or the world of *Doctor Who* for that matter. The "Backlog-ish Issue" featured the core of what most gamers are looking for, but it misses a touch of the charm and banter that made early fanzines so unique and distinct (for better or worse).

TIME MEDDLERS



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THIS ISSUE IS DEDICATED TO PATRICK TROUGHTON WHO DIED SATURDAY, MARCH 28, 1987 OF NATURAL CAUSES. HE IS FONDLY REMEMBERED BY ALL FANS AS OUR SECOND DOCTOR WHO AND A GREAT ACTOR. HE WILL BE MISSED AND REMEMBERED.

All material contained in this fanzine is copyright 1987 Mark McMillan. No part of this fanzine may be reproduced without his expressed, written consent.

This is a non-profit, amateur production dedicated to the celebration and promotion of both the BBC TV series Doctor Who and of FASA's DOCTOR WHO ROLE PLAYING GAME. This fanzine in no way attempts to infringe on the rights held by the BBC, FASA or others.

CONTRIBUTING WRITERS THIS ISSUE: Michael Dawber, Mark McMillan, Zen Faulkes!, Jason Cumiskey, SJ Millar, Blaine Manyluk.

This is the first column of "Editor's Page" where all editorial buisness is taken care of and gotten out of the way. It has been designed because we were taking up too much space with our editorial columns in the past.

1. "The Doctor Who Role Player's Network" has been formally closed down due to lack of interest. Next issue will feature "The TARDIS Repair Depot" which is a new version of "The DWRPGNet" (sort of). I won't reveal what Michael Dawber has planned so you'll just have to buy issue seven!

2. This issue welcomes Michael Dawber as typist(Layout Editor). I think you'll agree that this new look is better than the old.

3. We urge everyone to write to FASA to protest the cancellation of the DWRPG! (See Letter enclosed in this issue). We sent FASA a letter a few months and so far no reply. We'll print the reply when we (and if we) ever get one. We plan on writing again.

4. Starting this issue no free issues can be awarded for people submitting title pages. Doug Famy (Cover artist on 5/6) will recieve a free issue of this 'zine. Starting next issue we have a policy for people submitting cover art: you will recieve the regular $2.50 issue for the low price of $1.50. The rest will be paid by TM.

5. We need contributors for issue 7! The issue has got a special feature(you'll see) but we need more submissions. This issue features some new writers and we hope to hear more from all of them.

6. Contributors are needed for a fanzine "The Ark" which is due for release in September. This is a TM production but is just a regular DW fanzine. Send submissions to the editor's address.

7. Next issue, due to the recent increase in postal rates TM will decrease in size. Instead of the usual 25 page publication, we will now be 22 pages in length.

Thank you very much for your time. We now return you to your new look issue of TM.

Thanks for buying TM,

Mark McMillan, Editor

GAME AIDS

For Your DWRPG

GAMEAID 5:

The Evolution of the Daleks

by Blaine Manyluk

On Doctor Who, we saw Daleks in various stages of their development. In the official rules for the RPG, Daleks are the same, whether in 3381 BC or 140 000 AD. This article shows eight different types of Daleks, for eight different time periods.

Type A 3381 BC - 2087 BC This earliest type of Dalek had no specialized leaders (Black or Supreme Daleks). The leader was usually an ordinary Dalek with a MNT of Level V and a few extra skills. At this point, Daleks only had 30 armour points. They were powered by rechargable batteries, with 50 charges. Life-support functions used one charge per day; movement, 1 charge per hour; and combat, one charge per shot. Recharging took six hours. All weapons were disruptor rifles. Around 3000 BC, many Daleks had projectile weapons (treat as sub-machineguns with 200 rounds). Firing one of those does not use up any charges. The Type A Dalek with disruptor weapon was seen in 'Genesis of the Daleks'.

Type B 2208 BC - 351 AD Skaro only Modifications were made to the basic structure. The base was wider and appeared to be on a platform; the colour was silver-white. Supreme and Black Daleks first appear. Armour is 40 points. Power is supplied through the floor of the Dalek city. As long as a Dalek is in contact with the floor, it has an unlimited number of shots. Disruptor weapons are standard on all Daleks, and all have stun settings. This type was first seen in 'The Daleks'.

Type C 2086 BC - 2172 AD This form of Dalek was first used by the Expansionist forces, but the Skaro Daleks eventually gained the necessary technology (after their first defeat by the Doctor). The Supreme and Black Daleks are exactly like the ones described in the official rules; they have particle-beam weapons. The life-support systems are improved; oxygen is recycled from carbon dioxide, eliminating the need for outside air. The Type C power system is a 25-charge battery and an energy-absorbing antenna. The antenna is located at the back of the Dalek, is -1 to hit, and requires ten damage points to destroy. If a Dalek has a functioning antenna, it has unlimited firepower; if not, or if cut off from all energy sources, it must use battery power. Recharging takes 1 hour. Type C Daleks look much like Type Bs, and were seen in 'The Space Museum' and 'The Dalek Invasion of Earth'.

Evolution of the Daleks

Type D 2173 AD - 2259 AD These Daleks use a special type of nuclear fuel, which must be replaced every 3 months. Firepower is unlimited. The first Emporer Dalek reigned during this time. The Daleks were also developing and experimenting heavily with grabber arms instead of suction cups. The Type Ds are structurally weak; their outer shells can withstand projectiles and energy weapons normally, but any large-scale impact such as falls or blows from large, blunt objects (such as certain contact weapons) may cause heavy damage. The armour value against such attacks is 30, and any critical hits do 2D6 damage to armour in addition to normal results. 'The Chase' and 'Power of the Daleks' featured this type.

Type E 2259 AD - 3916 AD These new Daleks are taller, narrower, have a different grill area, and are silver in colour. They have compact fusion reactors and some genetic improvements to the creature inside. They must re refuelled with hydrogen every six months. If the Dalek is critically hit, and the result is two sixes on the Critical Hit table, the Dalek explodes. The blast radius is 2 squares, and the damage is Type A (energy). The Dalek is totally destroyed. Since the nuclear reaction is a clean one, very little radiation is released. The Supreme and Black Daleks have 6 AP, the Soldier Daleks having 7; this also applies to all later-model Daleks as well. There are 2 additional skills, most likely one of: sciences, engineering, technology, or military science. These skills are at Level IV. The Third Doctor battled Type E Daleks in 'Day of the Daleks', 'Frontier in Space', 'Planet of the Daleks', and 'Death to the Daleks'.

Type F 3917 AD - 4587 AD A safer power supply and a better life-support system are the main improvements. The new source of power is absorbed neutrino energy, which never needs fuel or recharging, and cannot explode on a critical hit. No food or water is required; the recycling unit handles that. The Dalek creature is completely sealed off fromthe outside (but this is no protection from the Movellan virus, which can penetrate metal.) All Daleks have two additional skills, and mentioned above. This model was in 'Mission to the Unknown' and 'The Dalek Master Plan'; they resemble the older types of Daleks in appearance.

Type G 4588 AD - 15 000 AD The particle-beam rifle is now used by Soldier Daleks, and Black Daleks have 45 armour points. During this time, the Daleks are concentrating on quality, not quantity, so there are fewer new Daleks but they are more effective. New technology also makes some of these improvements possible. All Daleks now have three extra skills, and Soldier Daleks have a MNT of Level IV. Stories include 'Destiny of the Daleks', 'The Five Doctors', 'Ressurection of the Daleks', and 'Revelation of the Daleks'. This model is grey-brown in colour, and has a more high-tech appearance.

Evolution of the Daleks

Type H 15 000 AD onwards These Daleks are rarer, being confined to Skaro and a few other planets. They are similar to Type G Daleks, except for armour made of a new substance, with 50 points of protection (20 vs. particle beams). All these new Daleks were further improved genetically, with ITN Level III, resistance to all diseases, and more free will (and the capacity for good as a side effect.) These Daleks were seen in 'Evil of the Daleks'.

The Emporer Dalek

STR N/A END VII (50) DEX I CHA III MNT VI ITN IV

Size L AP 4 (N/A) Armour 50 (body), 20 (eyestalk) Max opp end 100

It has 14 sensor globes, an indestructible life-support system, and cables which allow communication with all other Daleks. It is bolted to the ground and may not be attacked from below. It has 3 other skills in addition to the ones in the rules, but when connected to the main computer by cables, it has the following skills:

Administration VII
Earth Sciences, all VII
Engineering, all VII
General Medicine, Dalek VII
Leadership VI
Life Sciences, all VII
Military Sciences, all VII
Physical Sciences, all VII
Social Sciences, Dalek History VII
, Galactic History IV
Space Sciences, all VII
Technology (bar TADIS Systems), all VII
Temporal Science V
Vehicle Operation (Space) II
Verbal Interaction, Negotiation/Diplomacy II

GAME AIDS
For Your DWRPG

GAMEAID #6:
Combat - Extra Details
by Blaine Manyluk

Unarmed combat To simplify things, damage is always 1D6, except for the martial arts throw, which does 2D6 (plus strength bonuses). The claws, bite, horns, tentacles, and stingers of non-humanoid creatures are also considered body weapons, with strength bonus and DDF of 0.

Passive defence The difficulty level for an unarmed combat attack is the defender's skill level in any form of unarmed combat. For contact weapons, it is not necessary for the defender to have any weapons, only the skill in the same type of weapon used by the attacker. A two-handed sword and a short sword are the same type. If the defender is stunned/unconcious, or he/she lacks the required skill, the attacker's difficulty level is I.

Attacking to Stun: Body weapons, clubs, quarterstaves, whips, and other blunt weapons can do stun damage, but at -3 to hit. If a critical hit occurs, the extra damage is wound damage.

Point-blank fire If a ranged weapon is fired at a target in the same square (range: 0), the target is considered (if concious) to be evading and running, giving a total combat modifier of -3. Otherwise, the modifier for point-blank attacks is +1.

Tactical Movement

Evasion and dodging Dodging, rolling sideways, dropping suddenly, diving to prone, and dive rolls are considered evasive actions, and receive the -3 evade modifier and the DDF of the attacker's weapon. The flying tackle is considered evasive only to someone other than the target.

Duck thrown object The saving roll is modified by the reverse DDF of the object ducked. The reverse DDF is the original DDF treated as a positive number, eg -2 becomes +2.

Flying tackle This is treated as a grappling attack. If successful, the attacker and defender are prone in the same square, and the defender takes 1D6 damage. If unsuccessful, the attacker is prone in the defender's square. Critical hits and fumbles are handled normally.

Parry It is better for a player to parry an attack if his DEX is higher than his proficiency level in the attacker's weapon.

Combat - Extra Details

Specific Weapons

Grenades Treat as small rocks for range and DDF. Critical fumble: grenade ends up 1D6 squares away from the target, usually in an empty square. Roll on Critical Fumble table, ignore anything about 'drop or thrown weapon'. If attacker or ally takes damage from weapon, the grenade is assumed to have landed in the ally's square or exploded before thrown. Fumble (regular): the grenade landed in the same square as the target. Hit (regular): the grenade has hit the target (1D3 extra damage). Critical Hit: the defender takes the extra damage shown on the Critical Hit table. Any other targets in the Blast Radius take normal damage. All grenades have a blast radius; anything within this radius takes Type A Energy Weapon damage (roll separately for each target) Grenades from the 20th Century has a BR or 1 square. More advanced one has a 2- or 3-square BR (cf. Fusion II Grenade from 'Countdown' module).

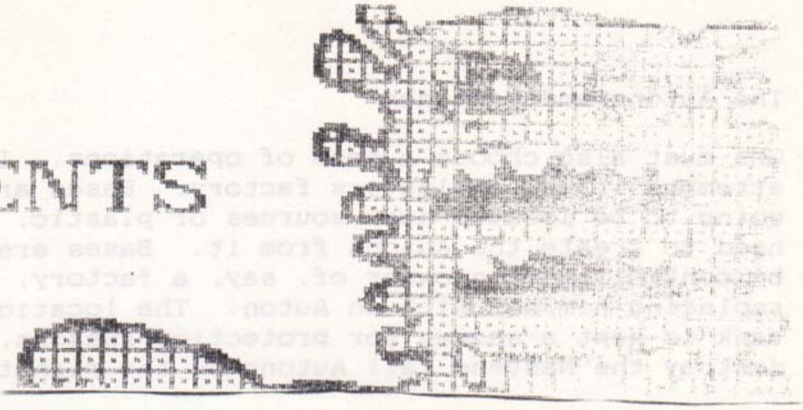
Machine guns May fire single shots or continuously. A single shot does 3D6 damage, takes 1 AP to fire, and may be aimed. It takes 2 AP to fire a burst (continous) at a target. A burst may be aimed, uses 10 rounds, and does Type A (firearms) damage. Continous fire may be swept across an entire area. (90° shotgun firing arc) This costs 2 AP, and an additional AP for each change of facing. A sweep is -2 to hit, may not be aimed, and does 3D6 damage to all targets in range that are hit. An ammo clip is 30 shots (for SMG) and 50 shots (for full-size MG on a tripod). Both weapons usually require a full turn to reload. If two operate a tripod-mounted machine gun, one can reload when needed, and the other can fire without interruption.

Range of Energy Weapons Allo sonic weapons are ineffective in a vacuum, have half normal range in a thin atmosphere, and a doubled range in thick atmospheres or underwater. Laser have double range in vacuum, and half normal range in thick atmosphere or underwater (except for Sea Devil lasers). Most blasters and disruptors, except sonic ones, do 3D6 damage udnerwater. Point-blank range is always 1 square.

Lasers and Particle-Beams These weapons can be used to sweep across many targets, just like machine guns. Damage is 4D6 per target, costing 2 AP plus 1 extra AP per change in facing. The to-hit modifier is 0, but the shots cannot be aimed. A sweep uses up 25 charges per facing (or the entire power-pack if it has less than 25 charges). Most energy pistols have 10-20 charges, and energy rifles have 25 to 35.

Time Meddlers'

MINI-SUPPLEMENTS



MINI-SUPPLEMENT #3

THE AUTONS AND NESTENES

by Mark McMillan

Designing Adventures

The Nestene Conciousness (which controls the plastic Autons) has but a single goal: colonization, and, more importantly, conquest. They want to spread the Nestene mind throughout the galaxies.

Now that you've established that the idea is to decide which planet. A third attempt on Earth is unlikely without help, as they have deemed it an unsafe area due to their two defeats. Besides which, they must already have an agent on Earth (or whatever planet) to assemble the Auton energy units, to form the Nestene creature (part of the Conciousness). In the past two attempts, this took the form of the Master the second time and the Auton Channing in the first (his energy units arrived six months prior to the main strike). How Channing was assembled without aid is still very much a mystery to this day; perhaps an accident, or perhaps the Autons have abilities we have not as yet encountered. Whatever the case, the fact remains that the Autons require something to collect their energy units, which arrive on the planet as meteorites, before the main invasion can take place.

Once the accomplice has been determined (the accomplice will be destroyed once they are no longer needed) the GM must determine how the invasion will commence. A common tactic is for a small group of Autons to replace high government officials or people of influence, and then, while the planet is in turmoil, to take over with the main bridgehead. (No doubt this bridgehead is assembled on another conquered planet.)

Once the Nestene meteorites arrive, it usually takes 1D6 days for all units to be assembled in an 'environment tank', which holds the Nestene (who takes on a form adaptable to the planet's environment), unless something obstructs them (such as one of the energy unit's signals being cut off due to interferance or whatever).

GMs should use the Autons' affinity for plastic as much as possible. Anything made of plastic is deadly when the Nestenes or Autons are near.

The Autons and Nestenes

GMs must also choose a base of operations. In the two Earth attempts it was a plastics factory. Bases are almost always going to be located near sources of plastic, because the Nestenes need to create the Autons from it. Bases are often obtained by controlling the owner of, say, a factory, or better yet - replacing him/her with an Auton. The location of the Nestene tank is kept a secret for protection reasons, because if you destroy the Nestene, all Autons on the planet fall lifeless.

The Nestenes

Nestenes take on any form which is suitable to the planet they are invading. On earth this takes an unusual form - a sort of squid-like creature. Once the energy units are collected they are placed in a pre-made 'environment tank' to become the Nestene mind, or part of it. Destroying this part of the Concious-ness does not kill the Nestene race, only the Autons on the invaded planet.

Nestenes are quite defenceless on their own, needing the Autons to protect them. The section of the Nestene contains all the knowledge of the main Conciousness, and is, therefore, very intelligent. It communicates this knowledge via telepathy (all Autons and Nestenes are telepathic).

Nestenes are also very easily destroyed after being subjected to 1D6 minutes of UHF waves (as was done in 'Spearhead from Space').

The Nestenes keep themselves secret right up to the moment of take-over. They are vulnerable, almost afraid of their enemies in a lot of cases. They are also merciless, and do not tolerate lesser and 'inferior' species. They never speak; communication is carried out through the Autons via telepathy.

Name: Nestene

Attributed: STR V (tentacles) END VII DEX II CHA I MNT VII
ITN IV

AP: 14
Combat, unarmed (grappling) IV
Skills all, at level V
Time travel related sciences are at level III

TIMELINE OF ACTIVITIES

01 BC	The Nestene Race evolves to an intellectual capacity They are aggressive and hostile to all
01 AD	An alien spaceship arrives on their homeworld to do some research and is captured by the Nestenes. The Nestenes absorb all their technology and start their conquests. Origin of aliens most likely Myismia Goria.

The Autons and Nestenes

02 AD	The Nestenes capture their first world, desperately absorbing all their technology. In the next few years, they will perfect their modern techniques.
100 AD	Nestenes become a major power, and begin to loose some of their battles and occupied planets
120 AD	Nestenes withdraw back to their home solar system, to perfect invasion techniques and to once again invade the galaxy.
200 AD	The Nestenes begin their invasions of other worlds again, spreading themselves across the universe.
1978 AD	UNIT forms, and the Nestenes invade Earth for the first time.
1979 AD	The Master invades Earth, and helps the Nestenes with another invasion attempt.
2056 AD	The Nestenes again make a strategic withdrawl, after being in conflict with another agressive alien race, the Rutans
2122 AD	Badly defeated, the Nestenes withdrawback to their own planet to engage in a battle with the Rutan taskforce
2145 AD	The Nestenes, having defeated the Rutans in their solar system, begin their third campaign to conquer the universe.
2656 AD	The Nestenes become a major power in the universe, posing serious threats.
4567 AD	By a bizarre catastrophe, the main Nestene mind is destroyed, killing the Nestenes forever
4568 AD	Cleanup begins on the conquered worlds; they are in ruins

Special Knwoledge/Powers

The Nestenes have the ability of telepathy between both their Auton servants and between each part of the great Nestene mind. Therefore, every Nestene and every part of their creation is at the same intelligence level.

Nestenes also have the ability (again via some unknown type of telepathy) to make anything plastic come 'alive'. The plastic item does not actually have an intelligence, and can do only what the Nestene tells it to; therefore, the correct term is 'animated'. The plastic item falls dead as soon as the Nestene gives up control of it (as are the Autons).

They also have the ability to create the deadly Autons out of plastic; however, these Autons are in two forms: the 'store dummy' type and the 'Impersonator' type. More on these in the Autons section. The Autons also cannot think on their own (the dummy types), and require instructions from the 'Impersonator' type Auton. The Impersonator has a small degree of ability to think on its own, but all its information must come from the Nestene before this Auton can reason things out. If any part of the information is false, then the conclusion is also going to end up false.

Allies

The Nestenes have had help from most mercenaries (the power-hungry type) in the galaxy. During their attack on Earth they had the aid of the Master (second attempt).

Odds are that a race like, say, the Daleks, are not going to help the Nestenes because the Daleks would have their own resources and army. But a person like the Master would help the Nestenes to invade because he wants revenge on Earth and the Doctor. Other individuals are likely to help if promised power.

Equipment

The Nestene on Earth will require an environmental tank, as it will on most planets. In that tank the Nestene will take on a form which adapts to the conditions of the planet.

The Nestenes also travel in spheres, which must be recovered (they give off a signal) by someone (usually Autons) and placed in the environment tank, so the form can take place.

The Autons

Name: Auton Impersonator

Attributes: STR V END VII DEX IV CHA II MNT VII ITN III

AP:14
Unarmed combat, grappling VI
Skills are those of the Nestene, equal levels

These Autons have the ability to impersonate anyone. However, the 'skin' of the impersonated person, or the image of a ficticious person, has a shiny look, and feels a bit like plastic. This can give the Auton away, but few people actually take the time to look hard enough for this tell-tale sign. These Autons are noticably pale as wel.

These Autons can do a small amount of reasoning based on information given to them by the Nestenes. They are not accompanied by the usual built-in blaster.

The Autons and Nestenes

Name: Auton

Attributes: STR VII END VII DEX V CHA I MNT V ITN I

AP: 14
Unarmed combat, grappling IV
Armed combat, blaster (built-in) VII

These Autons are the store dummy type, looking very much like a store mannequin. They have no intelligence, only the telepathic orders from the Auton Impersonator. They cannot reason, and if situations change so that they cannot carry out the original orders, they simply stand motionless until new orders are received from the Auton leader. These creatures are the servants acrrying out all the needed work.

All Autons obey the Nestenes completely. They are also very difficult to destroy, being practically blown to pieces before giving up. Various weapons can accomplish this, such as guns, but parts of the Auton will function even when the rest is destroyed; for example, if a soldier blows the arms off an Auton, the arm will still function, as will the rest of the body. Even using heat weapons is of little good; melted plastic will still be under the control of the Nestene (a PC being attacked by hot molten plastic? It has possibilities...)

Autons also have the idea that all enemies they encounter must be destroyed, unless orders from the Nestene tell them otherwise.

Weapons

The built-in blaster for the regular Autons disintigrates the target completely, even if the object is inanimate. They have a great degree of accuracy with them as well, making them very dangerous. There is no known way of reflecting or neutralizing this blast.

The Autons and Nestenes - CIA Extracts

IMPORTANT: The following material is to be entered immediately into all TADIS data banks. Any CIA operatives who do not comply will be forced to return their TARDISes to Gallifrey, and loose their rights to leave our home planet again.

¥¥¥

Below are some accounts of encounters with the race known as the Nestenes and their servants, the Autons, by various CIA agents. Agents are to keep in mind that these reports contain many opinions and facts which may not be correct. We have attempted to eliminate thing we know to be incorrect, but inaccuracies could remain.

-Lady Lelonadram

The Autons and Nestenes

Lady Lelonadram, Professor of Auton/Nestene Research
File NO: 109, 745, 345

Although some will underrate the menace of the Autons and the Nestenes, I am more inclined to belive that they are the single most dangerous force in the entire cosmos. Because of my encounter with them, I am going to dedicate my remaining regenerations to the research of these creatures.

I learned, while on special attachment to study the Dalek taskforce on Skaro, that the Nestenes planned to invade this world. Retreating to the safety of my TARDIS, I awaited the arrival.

I was expecting something powerful and destructive, but as I sat watching the scanner, I did not even know they had arrived and taken over, until it was too late. (In order to set the record straight and to avoid confusion, I will reveal that my TARDIS was in the main Dalek control room, disguised as a computer bank.)

Later on I learned that not only has the Nestenes arrived, they had taken over. You see, Daleks' insulation contains a plastic material. The Nestenes were actually using this material to cause the insulation in their electrical cords to strangle the Dalek creatures, inside the machine. The Dalek taskforce suddenly stopped movement, and when I pried one open to see what had happened, I saw what I just described. Every Dalek within a 1 kilometre radius had been strangled to death.

I eventually managed to destroy the Nestene with a bombardment of UHF waves from my TARDIS, and made my way back to Gallifrey. I later learned that the Daleks replaced the plastic inside their systems with another material.

I hope this has shocked some of you into realising that the Nestenes are powerful, and dangerous. I notice that they also like death to strike invisibl, unnoticed until it is too late.

Lord Pirracoalasum
File No: 241, 234, 345

I was first stationed on the planet of Logopolis (before it was destroyed), when I first met the power of the Nestenes. I was researching the powers of block transfer computations, an easy assignment considering it was my first one, and not really experienced in this type of thing.

The Logopolitans detected a meteor swarm. Because this upset the computations that were going on, they immediately retified the situation. I went out to investigate.

When I arrived at the site, I found that the meteorites had vanished. Later on, I discovered that they had embedded themselves in some very soft ground.

The Autons and Nestenes

It turned out that a renegade Time Lord known as the Destroyer had arrived shortly beforehand, and collected those energy units to create the Nestene monster in his TARDIS.

Several Autons were running through the city before I realised what had happened, destroying Logopolitans and upsetting the delicate computations that were going on. Because of the attacks, the entropy field was released for a short time, before the Logopolitans corrected the fault.

I'm not sure what happened, but all the Autons vanished off the face of the planet once the entropy field was released. I assume that the renegade 'Destroyer' realised the dangers of upsetting the balance of Logopolis (it was too late for some worlds), and managed, somehow, to destroy the Nestene. I certainly hope that the Auton menace never came to this world again, before its unfortunate destruction.

Lord Dominatoz
File No: 222, 234, 430

I, unlike some of my fellow CIA agents, do not feel that the Nestenes are of any threat to the Galaxy. They are simply a primitive slime with delusions of grandeur.

When I arrived on Earth in the year 1983, I learned that the Nestenes had set up an environment tank, and were waiting for the meteor shower to bring the energy. Using my TARDIS, I deflected the units onto the moon--some threat.

¥¥¥

I hope all CIA agents have read this, and examined the stories for relevant data. Now, I would like to present a few known facts about the Nestenes and their alien counterparts, the Autons.

1 Nestenes have the ability to animate plastic, notably their servants, the Autons.
2 There are two types of Autons: the Impersonator form, and the regular store dummy form. The Impersonators, as their name implied, look life-like, and command the remaining Autons. The store dummy form can't think and don't even look alive; they can only obey orders given by the Auton leader.
3 Nestenes always arrive in a meteor shower of energy units, which give off an impulse, and are collected to form the Nestene mind.
4 Autons are equipped with a built-in blaster, which disintigrates the target.
5 The Nestenes main goal is conquest, and they are extremely dangerous.

That is all that is known at the moment. Should you discover anything new, report it to the CIA immediately. Thank you.

GAME AIDS

For Your DWRPG

GAMEAID #7:

One Hit to the Body....

by Zen Faulkes!

Most of the battle damage given in the DWRPG is generalised; it doesn't come off any specific area unless it is targeted. This has always bugged me; sometimes, it is very useful to both player and GM to know exactly where a character has been hit.

For example, if a player has had severe damage to any one limb, there is a good possibility that he/she may have a broken bone. Or, if a person hasbeen hit is his/her shooting arm, negative modifiers for all attempts at using a ranged weapons would be appropriate. Then there is the chance of being knocked out if hit on the head.

Here are two tables that GMs can roll on to determine just where a hit has landed. Simply roll 3D6, and consult the appropriate for the contact/unarmed combat table. This is a reflection on the fact that people in unarmed combat generally have their arms up in defence, making them more likely to hit there, and so forth.

If a character gets 30 more points of damage to an arm, leg, or the chest, there is a chance of sustaining a broken bone or a cracked rib. A 3 on a 1D3 indicates that this has happened.

A single blow to the head which scores 20 points of damage or more will knock a character unconcious for 2D6 minutes.

Fifteen points of damage to the abdomen will knock the wind out of the victim, effectively stunning him. Any task, including continued combat, will be extremely difficult for at least 1D6 turns.

For every 10 points of damage sustained in a preferred arm (ie right for right-handed characters, left for left-handed ones), give a -2 modifier in the Ability Entry Line for all to-hit rolls.

In all cases, when using either of these tables, always remember to subtract armour values.

GMs will probably find themselves making good use of these tables. It is an excellent way to add a bit more realism to combat easily. But be warned: players will not appreciate it if the GMs starts drawing up or using a Limb Loss table! (' Take one point of your Max op End and pick your left arm up off the ground while you're at it...') Use these tables fairly and avoid the temptation to slip into the 'killer gamemaster' mode.

Ranged Weapon Hit Location

3-6, Abdomen   7-8, Right Arm   9, Left leg   10-11, Chest
12, Right Leg   13-14, Left Arm   15-18, Head

Unarmed Combat/Contact Weapon Hit Location

3-7, Abdomen   8-9, Right Arm   10, Left Leg   11, Right Leg
12-13, Left Arm   14-15, Chest   16-18, Head

GAME AIDS
For Your DWRPG

GAMEAID #8:
Random TARDIS Determination Rolls
by Jason Cumiskey

Below is a table the Gm may use to tell the players' TARDIS model. Although a player should receive his/her TARDIS by an introductory module, this is a quick way to assign a TARDIS; it can also be used for NPCs.

A/

First D6 roll	Second D6 roll: 1	2	3	4	5	6
1	25	26	27	28	29	30
2	31	32	33	34	35	36
3	37	38	39	40	41	42
4	43	44	45	46	47	48
5	49	50	51	52	53	54
6	55	56	57	58	59	60

Note: Models below 38 have no HADS; models below 28 have no zero room.

When the PCs receive their TARDIS it will, most of the time, have some sort of problem. Below is a table the GM may use to quickly establish adjustments to TARDIS capsules.

B/

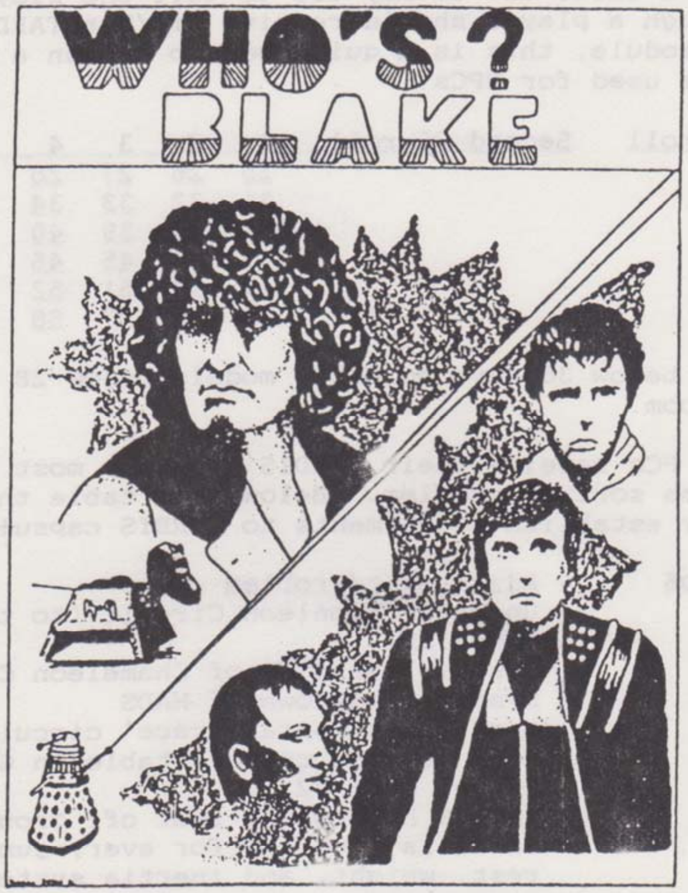
roll on 2D6	Adjustment/Problem
2	Updated Chameleon Circuit (to that of model 65)
3-4	System breakdown of Chameleon Circuit
5-6	System breakdown of HADS
7	Lack of 'temporal grace' circuits
8-10	Roll 2D6 and consult table in Game Operations Manual on p 72
11	TARDIS hovers 1D6 feet off ground when GM rolls 1 on 1D6 for every jump (requires rest, weight, and inertia system overhaul)
12	no problems

When the PC gets his/her TARDIS, they can map it out on a piece of graph paper. The following is a list of rooms that are required:

C/ Central data storage (the TARDIS' mind), Control room, main power room, secondary Control room, Medical room, Cell regeneration vault, Zero room, food dispenser and dining room, water tank, lavatories, holding tank (for garbage and wastes) laboratory

D/ On p 68 of the GOM, there is a table of subjective travel time. This does not tell how long it takes for a space-only jump to a distant planet. To do this though, simply use the time and space jump table, but use only 1D6 on the second roll for travel time; make adjustments for the distance travelled.

DO YOU HAVE YOUR



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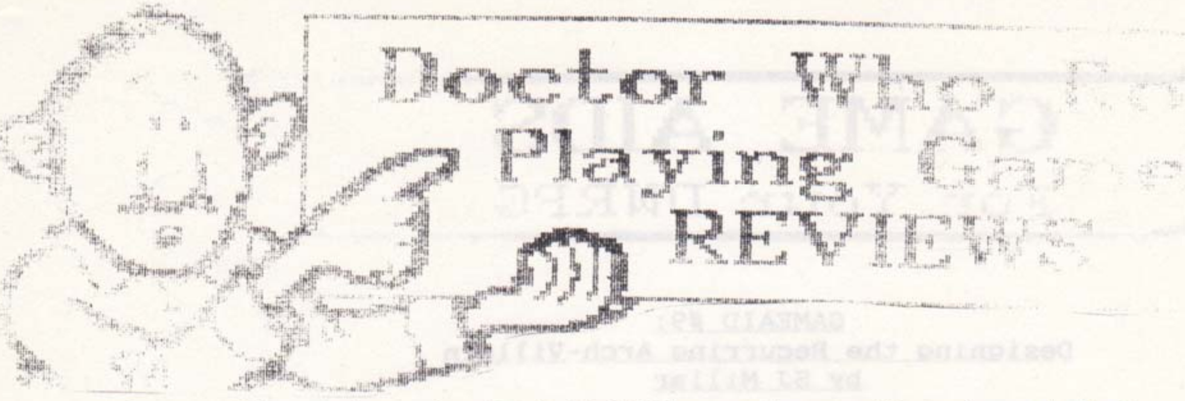


All reviews by Mark McMillan unless otherwise stated

The Five Doctors (Miniatures set #9501)

For their first miniatures FASA decided to do the first five Doctors, and with some success. if you are looking for exact realism in FASA products, give it up. FASA probably sets out to do this but in the end they only manage to capture (excellently) the idea of the character behind their miniatures.

Characterization is excellent; each of the Doctors is easily recognizable, but the faces are distorted. The miniatures are quite good, except for the faces, and I do recommend them. Rating is 8 out of 10.

The Warrior's Code (Adventure #9207)

This adventure is written by J Andrew Keith of 'Iytean Menace' and Legions of Death' fame. Mr Keith has not disappointed us much with his latest offering; however I have noticed that his work appears to be deteriorating ('Legions' was worse than 'Iytean', and this is worse than 'Legions'), although they are all excellent adventures.

This adventure takes place in the year AD 1600 in Japan, land of Shoguns, Ninjas, and men from earth's future. The plot concerns a timeship of Earthmen who have come in search of another lost timeship, and their chief scientist, Ahjonah, who has got a plan to change earth's history.

The adventure is quite well written, but tends to be a bit on the boring side (although I've not yet had the chance to play it). The plot is predictable, but alright, and I would recommend this adventure as a 7 out of 10.

GAME AIDS
For Your DWRPG

GAMEAID #9:
Designing the Recurring Arch-Villain
by SJ Millar

While the Doctor Who RPG has certainly inherited a legacy which provides enough villains to keep a player group busy for years of gaming, any GM worth his or her salt will try to come up with one or two foes unique to his or her campaign. A custom-made 'arch-enemy' will keep players on their toes while providing playing enjoyment, as well as preventing the game from merely mimicking the television series upon which it is based.

The advantages to creating such a villain are several. First of all, players can't look up a new enemy in the Sourcebook; they have to find out their adversary's strengths and weaknesses on their own. Secondly, as GM, you don't have to consider the past history of the villain; you can write it to suit your needs and develop it in play. Theirdly, by the second or third time a player group runs across this new temporal marauder, the players feel like experts about the opponent, and thus the conflict becomes personal. The players will go to greater and greater lengths to foil their foe, because they are familiar with the type of evil they are facing. Similarly, the villain will work harder and harder to defeat the players, perhaps even attempting to destroy them outright.

Choosing the Type of Villain

The first step in creating an arch-enemy for your players is to decide what form the foe should take: a time-travelling person or group, or a race of aliens. Both choices have advantages and disadvantages.

If your custom-made adversary is to be a single poerson (or a small group of people), it goes without saying that this person should have the capability to travel in time and space. An arch-enemy is no good if he or she can only be found on Earth in the 1990s; the character has to appear, unexpectedly, almost anywhere. Using a single person as the character will help players develop personal animosity towards the villain more quickly. As well, plans and plots engineered by an individual foe will tend to be more subtle and will thus require more effort on the part of players to uncover and defeat. The main disadvantage of having a single person as you PC's nemesis is that the likelihood of this character being killed is higher. (I'll deal with this in detail later).

On the other hand, the creation of an alien race as the opponent of your PCs offers other, equally interesting, possibilities. Most races need not be time-travellers, as the species will continue over time even as individuals do not. Races are more likely to change and evolve over time as well, adding new abilities and weapons to their arsenal against the PCs. A race will have the advantage of numbers in many cases as well, requiring PCs to outwit, rather than outfight, them. They generally do not face the same risk of extinction that threatens a single foe or a small group.

Whatever you decide, the next step is to decide 'what does the villain want?' Is he/she out to be emporer of the universe? Perhaps an alien race's planet was all but destroyed in a war, and they are looking for a new home; using conquest, if necessary. These are very general goals, which give your villain a broad base to work within. Be warned however: while such goals are easier to write scenarios for, they can potentially be less interesting. Compare the power-mad villain with, say, a historian who wishes to 'experiment' with the time lines of various planets. In the long run, which is more dangerous? Remember that the more specific a villain's goals, the more believable that foe will be.

Once you have decided upon a goal for your new super-villain, you must then decide how he/she/them is going to achieve it. Many villains, especially those with a low MNT or ITN score, will repeatedly use the same basic plan in attempts to accomplish their aims. Others may be more creative, but will still probably use some similar elements in their plans. A method of operation can be an important means for PCs to identify an evil force, but it is wise to leave some flexibility in this method, so that the temporal marauder does not become too predictable.

Creating the Villain

Once you have decided what form your villain will take, the next task is to create an adversary for your PCs. Though this is largely up to your imagination, the most effevtive arch-enemies will have some common characteristics.

First, the villain should be neither too strong or too weak. Rather, the character should have some definite strengths that give him/her/them an advantage over the player characters, and some traits which facilitate their defeat. For example, the Sontarans' great physical strength and singleminded devotion to duty is offser by their Achilles' heel, the probic vent on the back of their necks. Another characteristic of recurring villains should be a special ability which fits in with their goals and character; for instance, a foe who likes to pose as a magician to impress and influence superstitious people might have a special ability like Unusual Charisma or perhaps even Telekenesis. If none of the special ability on the list seem appropriate, you as GM may choose to invent one. If nothing comes to mind, a villain can always benefit from such skills as Luck or Healing.

Designing the Recurring Arch-Villain

Another important aspect of whatever enemy you create is a 'trademark'. This can be anything from a regular method of operation to a unique weapon (such as the Master's Tissue Compression Eliminator) to an unusual physical characteristic of the villain. The trademark can be used in many ways; in a second meeting with the arch-enemy, player characters may discover who their adversary is through the casual mention by the GM of the trademark. Another use might be to seem to display the trademark in a scenario where the villain does not appear, thus sending the PCs off on a wild goose chase. A third way to use the trademark is to exclude it; players may reason that if the trademark is not in evidence, there must be a different force at work in the game. This may have the effect of delaying the PCs from making use of their knowledge about their enem. All of these devices have one common end: to make the game more interesting.

When drawing up the actual villain character or race, it is a good idea to give the foe some skills which the players have as well. A good rule is that one half to one third of the villain's skills should appear on one or more PC's skill lists as well. This ensures that the players will be able to use some of the arch-enemy' skills against him/her/them, as well as giving both the PCs and the villain an adcantage in other areas.

No villain should be without at least an level IV in small unit tactics, as well. In fact, giving a villain a high level in this skill can be useful, as this may allow the arch-enemy to go first in battle. The effect of this advantage in combat is to encourage players to outsmart the villain rather than try to outfight him/her/them.

Lastly, know your players' preferences. If you have a group which prefers to use combat as a solution to the problems created by your temporal marauder, it might be best to create a villain race which is similarly battle-minded. If, on the other hand, your PCs are of a less violent bent, it might be wiser to choose a villain who's work is characterized by intricate plots which PCs have to figure out and solve through non-violent means. In other words, provide a challenge which your players are guarenteed to enjoy.

Using the Villain in Play

Once you have decided upon your villain's goals and method of operation, as well as drawing up the people or racesinvolved, the next step is to write them into a scenario. Naturally, specific scenario ideas will vary with the villains, but here are some general guidelines:

Designing the Recurring Arch-Villain

Do not let the Pcs find out everything there is to know about their new foe in their first encounter. This will make future uses of the villain less interesting, as the players will not have any sense of suspense. Perhaps, for instance, a first meeting with the temporalmarauder will leave the PCs knowing the villain's trademark, appearance, and special ability, but still in the dark as to his/her/their goals and home base, among other things. The more the players don't know about their adversary, the more challenging (and satisfying) it will be to defeat them.

Another imporant feature of the villain is his/her/their 'hatability'. Give the players a reason to dislike the villain as soon as possible. For example, a race-type enemy might turn out to be very racist, saying something highly insulting to the PCs. The effect of this is to make the players' conflict with the villain become a personal battle. If the PCs bear a grudge against the villain, they will work harder to defeat him/her/them.

If at all possible, try to maintain a mystery or two about the villain. Even a seemingly inexplicable detail that will keep the PCs wondering about the villain can be useful. For example, maybe your arch-enemy is from a planet which is not sufficiently advanced to travel through time, yet the villain obviously can do this. Such a mystery can later form the basis for an entire campign.

Saving the Individual-Type Villain

As I have mentioned before, the individual villain is at constant risk of being eliminated from the gaming milieu by a table A weapon or a critical hit on the part of the PC. However, here are some simple ways to increase your arch-foeKs longevity in the face of battle.

First, make sure that all individual-type villains from Gallifrey are only in their first or second regeneration.

Next, if it seems certain that the villain will be killed, he/she can surrender. This will provide him/her with the oppoetunity to heal (if wounded) and later escape from captivity. Another similar method is for the PCs' adversary to play dead after being hit; there is a possibility that the PCs won't check closely. (This can be used even if the foe is dead; perhaps someone comes along moments after the PCs leave the 'body' and saves the villain. After all, a good villain is worth saving, even if some subtle *deus ex machina* is occasionally necessary).

Another good way to save a villain from certain death is through the use of a 'gimmick'. An example of this would be for the characters to destroy the villain, only to discover they were really fighting a Kamelion robot while their real opponent had a chance to escape.

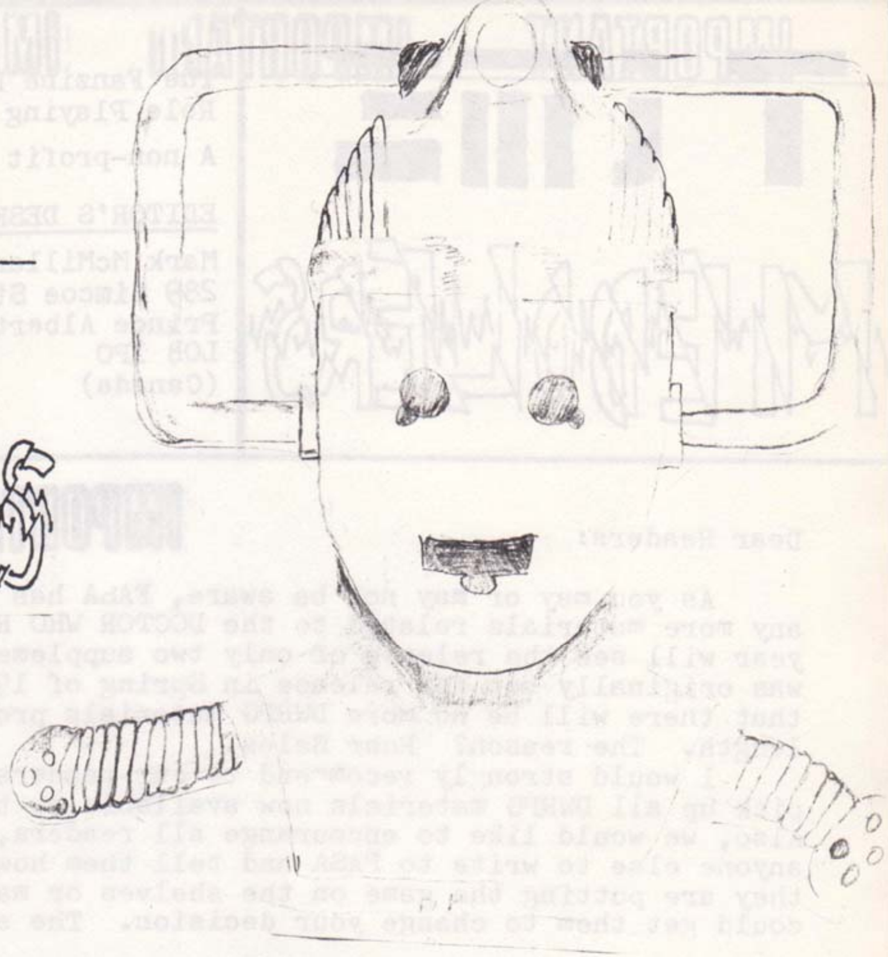
Designing the Recurring Arch-Villain

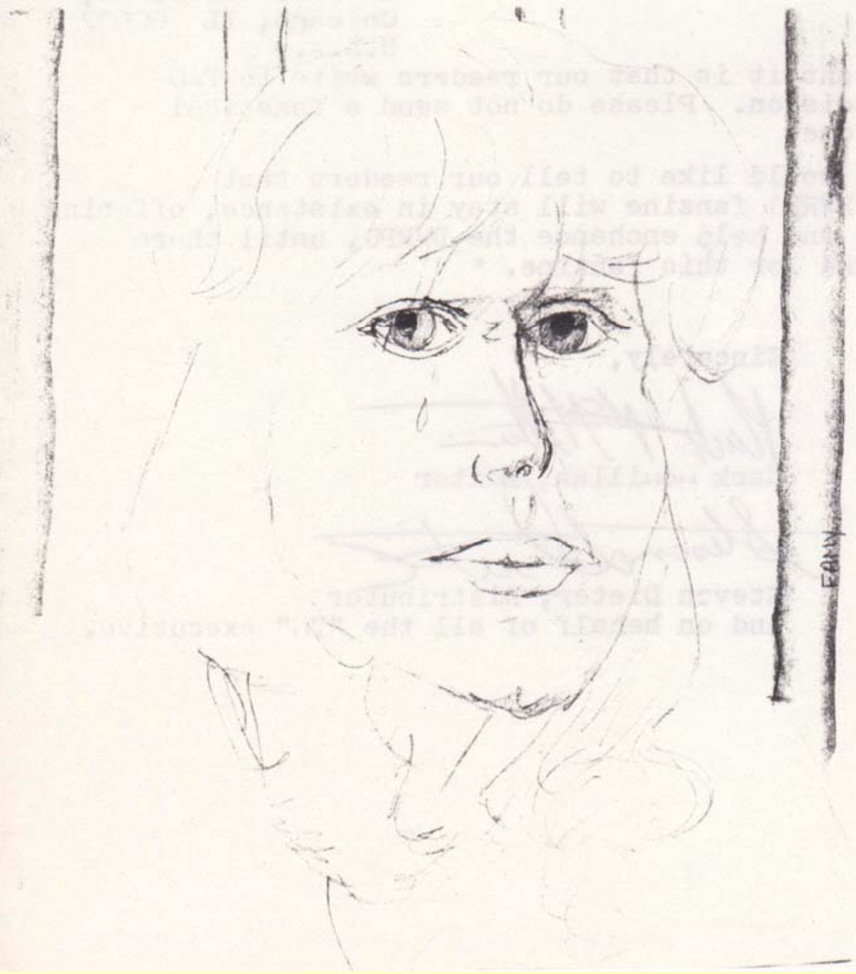
A good gimmick should be reusable, however (Kamelion robots are not abundant), as well asbeing hard to combat and, if possible, somewhat mysterious. A better example would be for the arch-enemy to use a holographic projector to create and image of him/herself, which would distract the characters by leading them away from the real villain.

The creation of a personal arch-enemy for your PCs may sound like a lot of work, but in the long run this type of character or race can make playing more fun, while simultaneously adding a unique element to the Doctor Who universe. As well, once you have actually designed the villain and introduced him/her/them into play, it actually becomes easier to write modules using these characters, because much of the preliminary work is done. Just as the Doctor is always there to defeat the Daleks and the Master, the PCs will feel responsible for saving the universe from their paticular nemesis, giving them a personal stake in winning out over the new temporal marauder.

TIME MEDDLERS

YEARBOOK SPECIAL '86/87





BOOK TWO OF THE 1987
SUMMER SPECIAL : A TRIBUTE
TO OUR PAST YEAR, LOOKING
FORWARD TO YEAR TWO

IMPORTANT IMPORTANT IMPORTANT IMPORTANT

TIME MEDDLERS

The Fanzine Dedicated to the Doctor Who Role Playing Game by FASA Corporation

A non-profit amateur production

EDITOR'S DESK

Mark McMillan,
289 Simcoe Street,
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2130-9th Ave. E.,
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IMPORTANT

Dear Readers:

As you may or may not be aware, FASA has now decided not to release any more materials related to the DOCTOR WHO ROLE PLAYING GAME!! This year will see the release of only two supplements "The Sontarans" (which was originally set for release in Spring of 1986!) and "Gallifrey", after that there will be no more DWRPG materials produced for an indefinite length. The reason? Poor Sales.

I would strongly recommend to our readers that they do two things: pick up all DWRPG materials now available as they may soon become extinct. Also, we would like to encourange all readers, friends of our readers and anyone else to write to FASA and tell them how disapointed you are that they are putting the game on the shelves or maybe some general grumbling could get them to change your decision. The address is: FASA Corporation,
1026 W. Van Buren,
Chicago, IL 60607
U.S.A.

I cannot stress how important it is that our readers write to FASA and ask them to reject their decision. Please do not send a fanatical letter, just a polite but firm one.

It is at this point that I would like to tell our readers that "Time Meddlers", Canada's only DWRPG fanzine will stay in existance, offering the services it has always done and help enchance the DWRPG, until there is no longer a significant demand for this fanzine. *

Thank you for your time.

Sincerely,

Mark McMillan

Mark McMillan, Editor

Steven Dieter

Steven Dieter, Distributor
and on behalf of all the "TM" executive.

*TM #1,2,3,4 are now avaialble.

EDITOR'S DESK

Mark McMillan, Editor

EDITOR'S POLL

This section is dedicated to reviewing the past articles we have featured in "Time Meddlers" (issues 1-4). For all intents and purposes this is issue #5, but will not be reviewed because the combined issues 5/6 are considered to be part of year two.

TM 1)	"Addendum on Energy Weapons"	80%
	"Deathworld"	28%
TM 2)	"History In Perspective"	52%
	"The Destroyer"	72%
	"Diseases and Infections on Alien Worlds"	68%
	"The Dominators and Quarks"	96%
TM 3)	"The Jaconda Sequence"	88%
	"The Banshees"	88%
	"Jelly Babies ??"	74%
	"The Raston Warrior Robot"	68%
TM 4)	"The Rani"	80%
	"Lamagiua"	92%
	"Superbeings"	92%
	"Spectrox Seduction"	68%
	"The Actrons"	72%
	"The Imps"	50%
	"Computron"	52%

AVERAGES: TM 1: 54% -- BEST FEATURE: "Addendum On Energy Weapons"(Z.Faulkes)
2: 72% -- BEST FEATURE: "The Dominators and Quarks"(Z. Faulkes)
3: 80% -- BEST FEATURE: "The Jaconda Sequence" (M. Dawber)
4: 72% -- BEST FEATURE: "Superbeings" (M. Hopcroft)

Marks were given out of 25 and then converted into percents. Grades of 5 marks per catagory were given on the following criteria: PROFFESSIONALITY/ORIGNALITY & CREATIVITY/EDITOR'S MARK/WRITING STYLE/ COMPLETENESS&CLARITY.

For supplements automatic fives were given in the "Originality and Creativity" catagory since the catagory doesn't really apply. The only fives given in the "Proffessionality" catagory were to "Dominators and Quarks" and "Superbeings".

My own personal choice for best article of the year is "THE DOMINATORS AND THE QUARKS" By Zen Faulkes!. This gives the supplement an automatic place in the "TM HALL OF FAME" special edition fanzine to be published at the end of either our second, third or fourth year(or whenever this editor retires).

I hope this doesn't discourage (or give them inflated egos) from contributing. Its been a great year 1 at TM and lets keep it up for the future.

Well, after that exciting poll lets get down to buisness in this, the last personalised column I shall probably ever write.

Attention DWIN members: Steven Dieter's column, "The Celestial Gamesroom" is in danger of cancellation since DWRPG has been cancelled. We urge all DWIN members and TM readers to write to Steve Peers , president of DWIN and editor of "Enlightenment" newsletter at: 303 Houghton Avenue South, Hamilton, Ontario, L8K 2N4. and ask him to reconsider his decision. Thank you.

This mini-booklet which was designed to go along with the rest of the new TM was supposed to feature all new material from past writers (issues 1-4). Well er um er .... We do have to writers featured: Michael Dawber and myself. We did have an article planned which was written by Zen Faulkes(it was pulled at the last minute to be used with a similar related article for issue 7). Gary Pedretti can't find a whole lot of time to write because of his fanzine, "The Keys of Time" and I just haven't heard from Michael Hopcroft. So what you see is what you get and hopefully the content in issue 6 makes up for it. Wait until you see #7 ... I can't promise that it will be a masterpiece because I only have two articles for it(hint readers!) but its hsaping up nicely.

Onto Don Ferguson.....(Read his report and then return to this one). Yes, I am really Don Ferguson. That fact has been a closely guarded secret between myself and Steven Dieter. We wanted to put a bit of humour into this fanzine to allow our readers to have "a good time" with Don. Unfortunately that didn't work out and Don became a nuisance to most of our readers - he has now been canned(making his final appearance in this issue). Sorry for the deception.

I'd like to take this time here to say how much I've enjoyed working on TM this past year -taking it from a pitiful fanzine into a pretty damn good one if I can say so myself. Its been not only a great learning experience but a great time. Thanks to our readers and especially to those who have contributed in the past and in the future. Without you we would never have made it past issue 1. (To be honest I thought the idea of a DWRPG 'zine would never take off).

Starting with issue 6 Michael Dawber will be doing all the typing and layout, taking on the post of Layout Editor. Thank you for taking so much of the burden off my shoulders and allowing me to move onto other projects.... (Stay tuned for that).

So I'll sign off now with a closing line totally irrelevant to Doctor Who or this fanzine: I just happen to like it:

" Biscuits and Speeches are usually improved with shortening",

Mark McMillan, Editor

DISTRIBUTOR'S REPORT

Dieter,
itor and

Hello! I have recently returned from a glorious 10-day excursion to the homeland, Scotland. While I was there, I dropped in to London for a few days. And you ask"Did you enjoy it?" Yes, I did. And you ask "Did you see lots of nice things?" Yes, I did. And you ask "Did you see much DW Memorabilia?" No, I unfortunately had very little free time, once I figured out the Underground. And you ask "Did you get lost?" Yes! It was tremendous fun trying to find your way back to a rotten hotel(no names, please) on your first night half-way around the world(well, almost half-way but not quite. Closer than the mid-Atlantic, however.)

Getting back to TM, when Mark sent me up this issue, I fainted. This is huge, and once again, jammed full of interesting and informative material and informtion. I hope you all enjoy.

I am trying to work up a Hitch Hiker's special 'zine. I need all submissions, with a production date sometime in the near(or far) future. My address is on the previous page, or two, or three.

For those of you who are asking yourselves, "Does this Dieter guy do anything else than sit around writing columns, jet-setting it around the globe, and printing issues?" Yes, I do. My immediate goals(or one of them) is to have some items for next issue. And I have plans for a module. It begins immediately after a nuclear holocaust. Watch for me next issue.

Speaking of next issue, the price increases by 25¢. That's $2.75 in Canada, $3.00 to the U.S.A., and $3.75 overseas. All figures are in Canadian funds; no foreign cheques, please; money orders are to be made out to STEVEN DIETER, not Steven Dieter(Time Meddlers)-people in the post office look at me strangely. Issue #7 is due in September. By then a Year One Fiscal Term report should be completed. Enquire with your next order if interested.

That's all! Until next issueAlways keep your eyes open for a Blue Box. And if you find one, drop by!

Steven Dieter

Steve Dieter

TIME MEDDLERS

The Fanzine Dedicated to the Doctor Who
Role Playing Game by FASA Corporation
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IF I CAN HAVE YOUR ATTENTION .....

Last issue there were some nasty rumours printed about my death (I'm writing Don Ferguson's Editorial Advisor's Report if you haven't guessed) and I would like to tell you how it happened....

I was sitting at my typewriter planning to write my epic poem titled "Nimons and Nitwits: An Autobiography" when all of a sudden a voice behind me said "Hello Don...." It had that meanacing look, like my math teacher giving my test back. I turned around to see a large hairy creature with a long spiked tail, slavering fangs dripping rabies-infected saliva and eyes that glowed purple. It was truly a horrible sight so I replied "Hello Mark, good to see you."

Yes, it was the editor. He told me his girlfriend had told him that she was seeing another man. I suggested he tell her to try rubbing her eyes (I always knew she drank too much!). But he told me that he had broken off with her already. "Too bad" I said. "Not really," he said, "That's the sad part!" But why had Mark come to see me? I asked him.

I was glad that it wasn't my worst fears confirmed -- Steve Dieter had not come up to visit me (that's a load off my mind!) but instead Mark pulled a long black object from behind his back. "Do you know what this is?" he said. "Its a comb." I said. "Wrong pocket"he said and put it back. From his other pocket he pulled out the deaded Nimon Compression Eliminator: a fiendish device invented by Steve Dieter to get rid of all the Nimons in the universe and I had ordered that device banned(although the rest of the universe seemed to like it alot for some reason). Mark pressed a button and fired and I was shot down in a beam of light...

Crummy incedental music sounded out in my room and a pink mist swirled around my head. I was still trying to figure out what song that incedental music was when I realised -- it was Madonna! Oh, God I said: I don't want to die listening to this so I turned off my radio. Was this it? Yes, I was regenerating..... I saw images surround my brain. There was Steven Dieter saying "Don, how about you get up on stage and dance for the audience." He knew how much I loved to perform, unfortunatly the stage was in a lion's cage at the time.... I saw Mark McMillan saying "Don, you are so dumb it takes you and hour and 45 minutes to watch '60 Minutes' on TV." I saw my three year old sister say "I'm doing a Nimon poster...." My whole body was changing, regenerating. I feel like talking abou Seedle Warriors and Voxnic right now but space does not permit it. Mu face took new form, gone were the features which had made me so attractive -- the thousands of facial pores that made my head look like a hundered nostrils, the large wart on my (Censored by Ed) and other things... I adapted a new body. I have well and truly regnerated.

I can now safely reveal that Mark McMillan was really Don Ferguson all along and that this is the last column for the Editorial Advisor. More details in the "Editor's Desk" column. Goodbye, and thanks for listening.

TIME MEDDLERS

MINI-ADVENTURE #6: TRIAL RUN

Written By Mark McMillan and Michael Dawber

PLOT SYNOPSIS:

Davros has been captured by the Daleks in Necros, and is being taken for trial on Skaro. However, en route, Skaro is swamped by a Movellan attack force, returning to try and wipe out the Daleks again. For safety, the Daleks move the trial to a remote colony world , Atkos.

Atkos has been in Dalek possession for some years, and they have reduced the natives to slaves. The Atkosians are easy to control because they are in such small groups; the people are isolated in island archipelagoes. As long as Dalek vessels control the seas, the Atkosians are virtually helpless. A small group, unknown to the Daleks, is planning an attack on the Dalek base, one which has taken them months to formulate. When Davros arrives, it throws a spanner into the works; the Daleks double their security patrols, and the rebel group is forced to rethink their plan.

Into the middle of all this come the characters. They arrive near the shallow cave systems used by the Atkosians as shelter. The leader of the rebel group, Kraasz, sees this arrival and identifies them as humans; legends about the Humans destroying the Daleks have spread about Atkos, and Kraasz immediately takes them in. He asks them to help the rebel group free themselves from Dalek domination, but when Davros' name comes up, it is an oppertunity the players can not pass up.

Kraasz and the other rebels, with the PCs help, are about to begin the attack but are overrun by a force of Type VI Daleks; Kraasz and most of the rebels are exterminated. The PCs are taken to the domed base, where Davros' trial is about to begin. The PCs are held briefly, becoming spectators to Davros' trial. The PCs escape from their Dalek captrors and are free to roam the base(persued hotly by the pepperpots). At this time, a Movellan advance fleet lands, intending to destroy the base and capture Davros. As well, a force of Atkosians storms the base, intent on freeing the PCs and rebel survivors.

The mad creator escapes from the trial and makes a bee-line for an escape ship. The Movellans invade the base, and the PCs must resolve the situation themselves.

OBJECTIVES:

1. To destroy all Dalek operations(ie the base) on Atkos.
2. To destroy or disable the invading Movelland force(they are as much a menace as the Daleks are).
3. To capture Davros(the Time Lords would very much like to get ahold of him)

If all three are reached, the Atkosians can be free again, and Dalek domination is removed from another sector of the galaxy.

TOUCHDOWN IN THE TARDIS:

The PCs' TARDIS will touchdown in a forested grove; the time calculator will register roughly 4740 AD Earth local. Ahead of the TARDIS is a cleared path; in the distance can be seen a large domed structure; the Dalek base. A quick scan of the area will reveal many vertical and horizontal shafts(the mines) about 2 kilometres to the right of the TARDIS (when facing the dome). To the left, the scan shows that there are many hollow caves; life form readings are quite plentiful.

FIRST ENCOUNTER: HOCHESZ :

Upon leaving the TARDIS, the players will immediately notice the very moist air; the ocean is only a few kilometres away. The path they are on ends just behind their landing point, and the surrounding forest is inpenatrable(to those unfamiliar with the territory). The only obvious way is to go straight ahead.

The dome before them is only partially visible (the lower section being hidden by the forest). As they proceed, they will see a party of vaguely homanoid creatures(Atkosian Robomen) unloading metal bins of ore by the dome's perimiter. As they watch these proceedings, a spherical ship will descend from the sky, to rest somewhere behind the dome.

At this point each character should make and ITN role; the first successful character will notice that they are being shadowed. In the forest to their right(facing the dome) they can see a small Atkosian; this is the young rebel, Kochesz. If none of the PCs notice him he will sneak out of the bushes and becon them to follow him. If they see him he will also becon them. It will be difficult to penetrate the forest at first, but they will soon come to a thin trial through the woods, along which Kochesz is moving slowly.

SECOND ENCOUNTER: KRAASZ AND THE REBELS :

After travelling for a short time the PCs will be lead through a particularily dense patch of trees, into a shallow cave. Inside, they will find the leader of the rebels, Kraasz. Both he and Kochesz will ask them if they are really humans; they will relate various legends associated with them, about how they managed to defeat the Daleks before. (Any mention of the lethal pepperpots will arouse interest). They will relate the data contained in the background in SYNOPSIS. No doubt, the players will be more than willing to help them.

THE REBEL MEETING:

After Kraasz and the players talk, he will lead them into the caverns. Most of the Atkosian dwellings are connected by many kilometres of tunnels; only a few of them are well known to the Daleks. After travellling for about 20 minutes they will come to the rebels' main cave, where Gyorsopron and her son's family live. Messengers will be sent to fetch another dozen people. When everyone has arrived, Kraasz will tell the rebels who the PCs are; the Atkosians will use this as a rallying point. Kochesz says they should commence their attack now; Kraasz and most of the other rebels agree. Only Gyorsopron will resist. She will criticise them for not having a very solid plan of attack. How the PCs react is up to them.

THE DALEK ATTACK:

As they are discussing the situation, a force of 10 Daleks will enter the cavern from the south side. Only a few of the rebels are armed; Kraasz has a laser pistol which he appropriated from a roboman, but the rest have only got primitive swords. The rebels, however, are doomed to loose; the number of Daleks is too great. The PCs will be quickly captured as well. In all likelyhood, Kraasz and Gyorsopron will be shot. Whatever survivors there are will be lead into the Dalek base.

THE DALEK BASE:

The PCs will be forced inside(anyone attempting to escape will most certainly be exterminated), and taken to Davros' trial. The black Dalek leading the attack force says that the PCs shoudl "see the fate of all pitiful humanoid life". Davros is in the middle of the room, replying to charges that the base's Supreme Dalek (a gold) is making. They will see some of this, allowing the GM to play Davros to the hilt. Afterwards, the PCs will be taken to the detention areas. Here, they will be held by a single robotman; they will be exterminated after Davros' trial.

ESCAPE:

After a while, the PCs (the rebel survivors having been taken to another room) will find that their robomen has been called away. The characters have a golden oppertunity to make a break for it. The locks can be easily disposed of by a sonic screwdriver or similar device(lock-picks don't count). Once free, they can roam the base as they wish. It is entirely up to the PCs where they go and what they do.

INVASION:

After a reasonable amount of time, or after they have found the Dalek incubation chambers, the Movellan advance force will attack, as will the Atkosians. Regardless of where they are, they will see Davros being led away by Dalek guards(2), and also see him quickly dispose of them with his electric bolts. From here, the PCs must find a way of destroying the base(using the Dalekenium bombs in the self-destruct chamber is a good hint), destroying the Movellans, and capturing Davros (probably the most difficult of all!).

FINALE:

The Time Lords will contact the PCs(they can surmise that they had something to do with them landing on Atkos), to see if the PCs managed to capture Davros. If not, the emmisary will leave in a huff. At any rate, the Atkosians are free(I hope).

DATA: ATKOS:

SYSTEM LOG: Name: Koo She   Location: 18-0-8, 14 by 14-42
No. of stars in System: 2
No. of terrestrial planets: 2   Position: 3,5

Note: Atkos is the third planet. The fourth, Koo She 4,is relatively barren; the Daleks maintained a base here in the past, but have abandoned it.

WORLD LOG: Name: Atkos
Position: 3   No. of Sattelites: 3
Planetary Data: Gravity: 1G   Dimaetre: 13820
Planetary Conditions: Major Land areas: 1 minor continent, many small islands
Major Water Areas: World Ocean
Length of Day: 29 h 27m

(Wold Log cont.)
Atmosphere: Terrestrial
General climate: humid marine
Axis Tilt: 88 degrees, 43 mins
Albeido: 52%

Note; Atkos moons are uninhabitable.

THE ATKOSIANS: Environment Type: Terrestrial
Atmosphere: O2/N2
Appearance: Body Form - primitve mammalian
size - small but lanky
limbs - 5, with prehensile tail
body covering - spines
Attributes: STR: IV to V
END: III to IV
DEX: V to VI
Senses: Smell; hearing; touch; taste(minimal); sight(also minimal); Electrical detection(also minimal)
Life Style: passive omnivore
Combat Stats: Max Op End: 20
Combat Abilities: claws, teeth, mild toxic stinger
Combat Proficiency: IV
Armour Value: Nil

CIVILIZATION LOG: Due to the fact that this planet is under the Dalek empire the true Atkosian government structure has been dissolved.

THE ATKOSIAN RACE:

The Atkosians are an essentially tribal culture; the large number of separate groups has lead to many different lingusitic and other variations. The group the players will interact with elect an absolute leader from the oldest and wisest members of the tribe. The remaining "elders" of the tribe become the leader's advisors, and when he or she dies, the next leader is chosen from them. Really, the Atkosian leader is only a decoration; he/she cannot make any executive decisions. The true power rests in the hands of the Daleks.

The Atkosians only had a loose military structure before the Daleks came, they were only very rarely attacked by tribes from other islands, so they only had a private, volunteer army; the core of this army became the rebel group. The Daleks have exterminated the majority of its members.

The Atkosian culture has been warn away to nothing by the Dalek domination; not only on the continent but on outlying islands as well. Their technology is at best early iron age; only the most priviliged carry a laser pistol(stolen from robomen).

The Daleks are currently using the Atkosians to mine a big vien of Dalekenium they discovered(the only real reason they are holding on to Atkos).

NON-PLAYER CHARACTERS:

Due to lack of space in this fanzine it will be up to GMs to create statistics for all NPCs in this adventure. Below are some major things to consider and a list of probably NPCs.

Kraasz, the rebel leader : Kraasz is not a particularly intellegentor subtle creature but has been fighting the Daleks since their arrival. His knowledge of the Daleks will be invaluable to the PCs.

Kochesz, rebel: This is the rebel that the PCs will first contact. He is quite quick but occasionally impatient.

Gyorsopron, rebel: This is an older woman and is very wise and never quick to act.. Although she wants to overthrow the Daleks she does not often approve of the violence and the violent methods used by Kraasz.

Hajdu, roboman: This one will lead the Daleks to the rebel caverns. He is actually Gyorsopron's son.

Dunakesz, robo-man: This is the one who temporarily guards the PCs before the Movellan strike.

DAVROS: The mad creator has had his one hand replaced by a mechanical one; this hand can not project the electrical bolts that the real one could. Note that his eyepiece can deliver lethal shocks(4D6) at his will. As well, his chair is iftted with an anti-gravity device which can carry him distances under 10 metres.

MARK VI DALEKS: The Dalek has now become aware of how limiting their original form is. The new Dalek, the Mark VI, has been fitted with a 2 metre metal lash; this lash is prehensile and can handle very small objects and do intricate work. As well, they have removed the track ball they moved on and replaced it with solid caterpillar tracks. These tracks allow the Daleks to cover rough ground and climb stairs, up to a maximum incline of 40 degrees.

DALEK BASE MAPS:

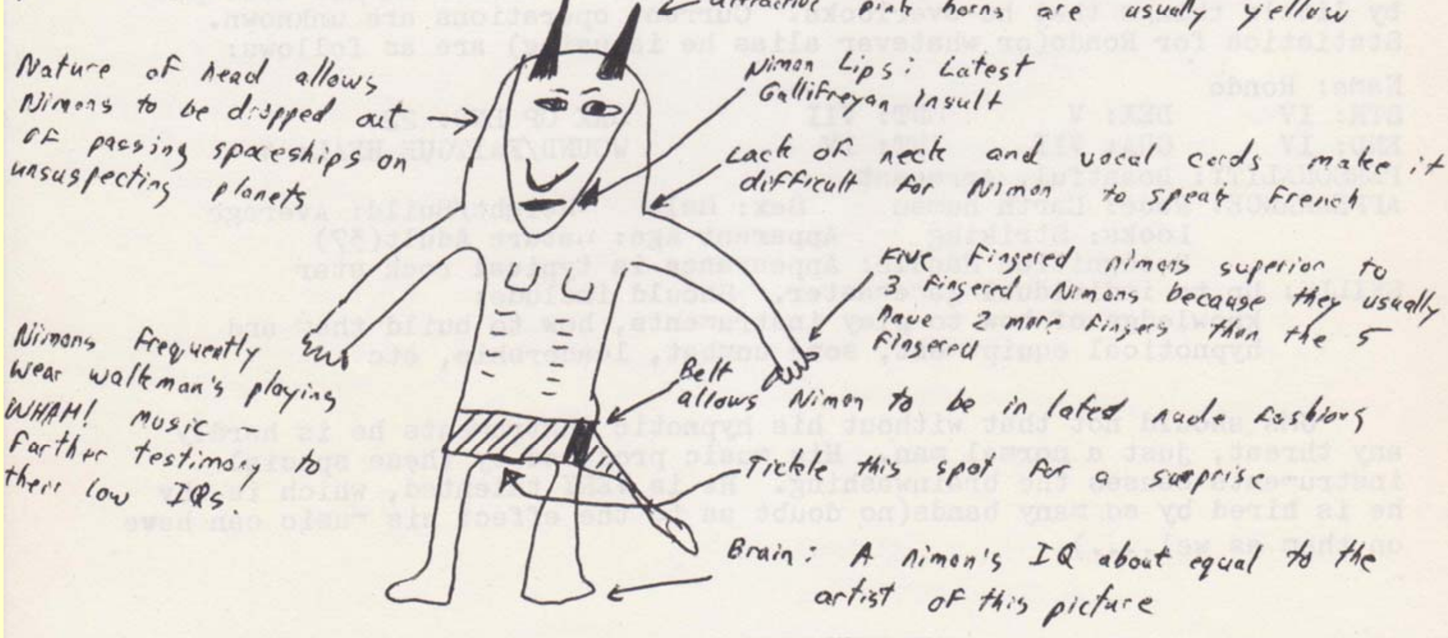
Again, due to space limitations we cannot print the full maps needed for this adventure. GMs must design them themselves, but some of the major areas to be included are:

Sotrage control areas, courtroom, prison cells, Laboratories, Dalek hybernation chambers, Dalek production centeres and Data banks. Robotising chambers are also present.

"TRIAL RUN" was based on an original adventure by Mark McMillan titled "Trial of the Daleks". Michael Dawber re-wrote alot of the adventure and hence the co-writer's credits. Stay tuned for the next Dawber/McMillan adventure!

KNOW THE NIMON! (Why?!)

The Nimon
By Don Ferguzon


attractive pink horns are usually yellow
Nature of head allows Nimons to be dropped out of passing spaceships on unsuspecting planets
Nimon Lips: Latest Gallifreyan Insult
Lack of neck and vocal cords make it difficult for Nimon to speak French
Five Fingered Nimons superior to 3 Fingered Nimons because they usually have 2 more fingers than the 5 Fingered
Nimons frequently wear walkman's playing WHAM! music – Farther testimony to their low IQs.
Belt allows Nimon to be in lated nude fashions
Tickle this spot for a surprise
Brain: A Nimon's IQ about equal to the artist of this picture

The Doctor Who Role Playing Game's FOE FILE

FOE FILE #6: THE MUSIC MAKER

Created By Mark McMillan

The more conservative parents of the galaxy plead with their children not to listen to a style of music known as rock and roll which originated on ancient Earth and many people blame the origins of this music on their evil deities, claiming that it distorts their moral values. The young life forms which listen to this style of music know that this is all a lie. Or rather it was, until now.

In the Earth year 2198 A.D. a rock star emerged with delusions of greatness. He called himself Rondo and he become one of the greatest rock stars of the era. Rondo had larger ambitions, however, and learned the techniques of hypnotism and electronics(amoung other things) and learned how to create music with a literally hypnotic effect. Listeners of his music became enchanted with the sound and were ready to obey any orders Rondo would give them after brief exposure periods to the music.

During his early periods of experimentation with the hypnotic music riots resulted in the streets fater his concerts and the uncontrolled masses caused alot of trouble until Rondo's concerts were finally banned. An inquiry into his activities reavealed vereything we have just said and he was exiled from Earth in the year 2223 AD.

During the next few years Rondo continued his experimentation and joined several rock bands under aliases. The band (or solo artist he is impersonating) he is currently with is unknown at this moment in time. All CIA agents are ordered to turn him in to local authorities if they find him.

Rondo has the ambition to control as many worlds as possible, building a vast slave empire in the process. He is often foiled in his attempts by little things that he overlooks. Current operations are unknown. Statistics for Rondo(or whatever alias he is using) are as follows:

Name: Rondo
STR: IV   DEX: V   MNT: VII   MAX OP END: 22
END: IV   CHA: VII   INT: IV   WOUND/FAITGUE HEAL: 4
PERSONALITY: Boastful, Arrogant
APPEARANCE: Race: Earth human   Sex: Male   Height/Build: Average
Looks: Striking   Apparent Age: Mature Adult(37)
Recognition Handle: Appearance is typical rock star
SKILLS: Up to individual gamemaster. Should include:
knowledge of how to play instruments, how to build them and hypnotical equiptment, some combat, leadership, etc

GMs should not that without his hypnotic instruments he is hardly any threat, just a normal man. His music produced by these special instruments causes the brainwashing. He is VERY talented, which is why he is hired by so many bands(no doubt as to the effect his music can have on them as wel....)

Scenarios:

By: Mark McMillan

Here they are! More ideas for Gamemasters to create scenarios from! Last issue's column wasn't extra long(I planned it to be though) and neither is this one so tough luck! Here we go....

HAPPY HALLOWEEN: Howls throughout the night, ghosts walk the streets in search of candy: normal Halloween occurances but the PCs will find that this year there are more kids walking the streets, as an alien life form arrives to feed on the life esscence of young children...

MUTANTS: A strange seaweed has washed up on the shore of an ocean and those who touch it mutate into something hideous and dangerous. Chemicals from a nearby factory are the cause but are the PCs too late?

TIME ZONES: Places like the Bermuda triangle have one common factor: every so often the timestream in that area goes out of phase and takes the occupants into another world, another dimension. And when the PCs stumble into this area....

HELL'S BELLS: In a freak time accident (Why does this always happen to our PCs?) the characters find themselves in hell - standing at its very gates. The creatures of this area which could easily pass for hell are equally strange but just after the PCs arrive one of the bells of Hell chimes, signalling disaster...

DOG EAT DOG: An alien life force arrives on a planet and causes the laws of nature to go into choas. Animals attack their own kind, food shrinks instead of grows, etc. What is causing it and how can it be stopped?

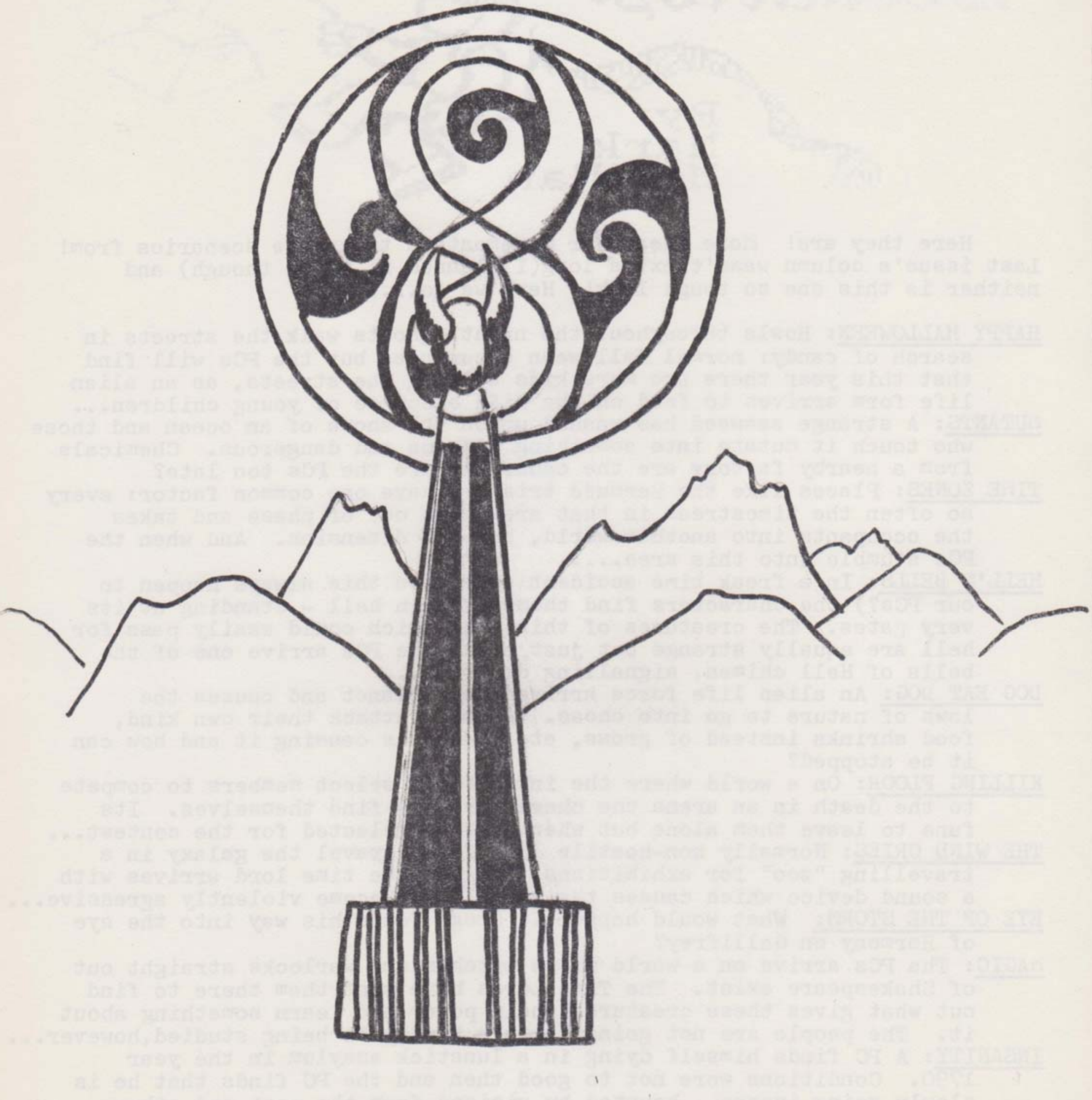
KILLING FLOOR: On a world where the inhabitants select members to compete to the death in an arena the characters now find themselves. Its fune to leave them alone but when a PC is selected for the contest...

THE WIND CRIES: Normally non-hostile life forms travel the galaxy in a travelling "zoo" for exhibitions. A renegade time lord arrives with a sound device which causes the animals to become violently agressive...

EYE OF THE STORM: What would happen if Omega found his way into the eye of Harmony on Gallifrey?

MAGIC: The PCs arrive on a world where witches and warlocks straight out of Shakespeare exist. The Time Lords have sent them there to find out what gives these creatures their power and learn something about it. The people are not going to take kindly to being studied,however...

INSANITY: A PC finds himself dying in a lunatick assylum in the year 1790. Conditions were not to good then and the PC finds that he is slowly going insane, haunted by visions from the past and other inmates....



~~IMPORTANT~~ ~~IMPORTANT~~ IMPORTANT IMPORTANT

TIME MEDDLERS

The Fanzine Dedicated to the Doctor Who Role Playing Game by FASA Corporation

A non-profit amateur production

EDITOR'S DESK
Mark McMillan,
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(Canada)

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Owen Sound, Ontario
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IMPORTANT

Dear Readers:

As you may or may not be aware, FASA has now decided not to release any more materials related to the DOCTOR WHO ROLE PLAYING GAME!! This year will see the release of only two supplements "The Sontarans" (which was originally set for release in Spring of 1986!) and "Gallifrey", after that there will be no more DWRPG materials produced for an indefinite length. The reason? Poor Sales.

I would strongly recommend to our readers that they do two things: pick up all DWRPG materials now available as they may soon become extinct. Also, we would like to encourange all readers, friends of our readers and anyone else to write to FASA and tell them how disapointed you are that they are putting the game on the shelves or maybe some general grumbling could get them to change your decision. The address is: FASA Corporation,
1026 W. Van Buren,
Chicago, IL 60607
U.S.A.

I cannot stress how important it is that our readers write to FASA and ask them to reject their decision. Please do not send a fanatical letter, just a polite but firm one.

It is at this point that I would like to tell our readers that "Time Meddlers", Canada's only DWRPG fanzine will stay in existance, offering the services it has always done and help enchance the DWRPG, until there is no longer a significant demand for this fanzine. *

Thank you for your time.

Sincerely,

Mark McMillan

Mark McMillan, Editor

Steven Dieter

Steven Dieter, Distributor
and on behalf of all the "TM" executive.

*TM #1,2,3,4 are now avaialble.

TIME MEDDLERS ISSUE #5/6 - PAGE 39 - ADDITIONAL SHEET ANNOUNCING END OF THE FASA *DOCTOR WHO* RPG (Duplicate of page 26)

OVERVIEW OF TIME MEDDLERS ISSUE #5/6 (VOLUME 2, NUMBER 1) - JULY 1987

TIME
MEDDLERS
DOUBLE ISSUE SUMMER SPECIAL
VOLUME TWO, NUMBER ONE
JULY 1987 WHOLE # 5/6
$4.50 in Canada
$5.00 to USA
$7.00 overseas
A NEW-LOOK YEAR TWO WITH HIGH QUALITY CONTENT

- This fifth issue is labeled as a “Double Issue Summer Special”, on the cover, as well as “Volume Two, Number One”, “July 1987”, and “Whole #5/6”.

- The cover features artwork of a Sontaran and the Roger Delgado Master, as well as a redesigned logo credited to Michael Dawber.

- Cost of the Issue #5/6 was $4.50 (Canadian) in Canada, $5.00 (Canadian) to USA, and $7.00 (Canadian) overseas.

- This issue standardized the new *Time Meddlers* logo for the next four issues.

- With most issues of *Time Meddlers* coming in at 26 pages, this double length issue runs a full 40 pages in length. The issue includes a “Book Two” with a new cover half-way through the issue on the 25th page.

- This is the first issue to feature advertising from another fanzine. A full page article for the fanzine *Who’s/Blake* is included in the issue.

- The issue reports that FASA has announced that they will not release any more materials for the Doctor Who Role-Playing Game. It is announced that supplements of “The Sontarans” and “Gallifrey” are still expected (though they were ultimately never released) but no further releases are planned. The reason for this is given as “Poor Sales” [but as is known from correspondence with FASA since then, the product was still doing well, they chose to concentrate on their own homegrown products and moved away from licensed projects]. The suggestions that readers should write to FASA and ask them to reconsider is made in the issue and FASA’s mailing address is provided. The editor and distributor also vow to keep *Time Meddlers* going so long as there is interest in the fanzine and its topic.

- The editor’s column reports that DWRPGNet has formally closed down due to lack of interest. Michael Dawber is creating a new version called “The TARDIS Repair Network” which is promised to be explained in the next issue (#7). Dawber is also listed as being appointed the typist/layout editor for the fanzine. Time Meddlers are listed as supporting a new fanzine made by the same staff called The Ark, which is a standard fanzine and not one fousing on Doctor Who RPG materials. It is currently not known if Issue #7 was produced or not (though an enlightenment column by Steven Dieter announced that there was an issue of TM #8 released, so it is a possibility).

- Mark McMillan wrote Mini Supplement #3 on the Autons and Nestenes. This write-up includes a timeline of Nestene activities many of which were created for the fanzine and not represented in the series. The write-up also includes a “CIA Extract” of the Autons and Nestenes in the style of the second booklet of the FASA supplements. He also reviewed the Five Doctors miniatures set (8 of 10) and “The Warriors Code” adventure module (7 of 10). Foe File #6 followed introducing a villain named “The Music Maker”. He once again also presented an article of more scenarios, which featured short adventure seeds that could be developed by GMs. McMillan also co-wrote (with Michael Dawber) the sixth adventure module entitled “Trial Run” which features the trial of Davros after the events of “Revelation of the Daleks” set on the world of Atkos.

- Zen Faulkes contributed Game Aid #7: “One Hit to the Body….” Which gives charts for specific body location hits for damage as well as expanded rules for dealing with the effects of damage.

- New contributor Blaine Manyluk contributed Game Aid #5 called “The Evolution of the Daleks” that tried to give a timeline of various Dalek events, as well as stats for the Emperor (misspelled “Emporer”) Dalek. He also added

Game Aid #6: “Combat-Extra Details” giving new rules for sped up combat as well as rules for tactical movement and additional rules for grenades, machine guns, and energy weapons.

● New contributor Jason Cuminsky adds Game Aid #8: “Random TARDIS Determination Rolls” to determine what model of TARDIS that a Time Lord may have. Certain models have certain abilities and there is a chart that also determines problems that a given TARDIS may have.

● New contributor SJ Millar wrote Game Aid #9: “Designing the Recurring Arch-Villain” a five-page look at how one can make and employ a memorable retuning villain and how to effectively utilize them.

● The survey mentioned in Issue #2 is never reported, but instead this issue features an Editor’s Poll that rates the quality of the main articles in the previous 4 issues. Issue #5/6 is consider the start of the next volume.

● Editor Mark McMillan reveals two other item of note. The first is that the Doctor Who Information Network (DWIN) was considering cancelling Steven Dieter’s “The Celestial Gamesroom” article in their *Enlightenment* fanzine as the FASA game had been announced as cancelled. Readers were encouraged to write to *Enlightenment* editor Steve Peers and reconsider that cancellation. Also revealed in this issue is that the controversial comedian/editor Don Ferguson was actually Mark McMillan himself writing under a pen-name. The revelation was made following the acknowledgement that Don Ferguson was less than popular with many readers, and it is reported that this issue would feature his “last appearance”.

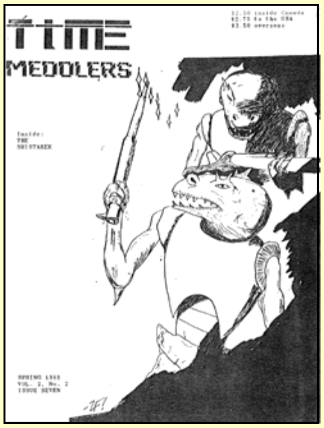
● Steven Dieter’s Distributor report reveals he travelled to the UK recently. It seems he also was working on an adventure module set after a nuclear holocaust, which was to have been printed in issue #7, though it would seem that Steven Dieter’s involvement with the fanzine after this issue fell off. While more issues were printed (and production continued under Mark McMillan and the other contributors), Steven’s involvement after this issue ended, and his reasoning why is included at the end of these reprints in a last word from the co-founder.

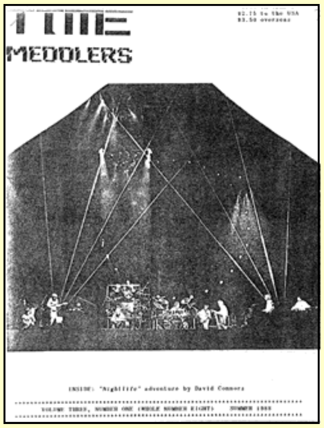
● Page 26 of the fanzine was included as an additional single sheet in some issues reinforcing the fact that the FASA Doctor Who RPG had been discontinued and served as a call-to-action for those hoping to save the game.

SUMMARY: The double issue of *Time Meddlers* #5/6 featured a good deal of material for gamers to enjoy and use. The fanzine continued to benefit from various contributors which gave a new influx of ideas and styles. The cancellation of the FASA *Doctor Who* RPG was big news reported in this issue, and rightfully so. Adventure modules, monsters, and rules expansions all contributed to another solid offering that stands the test of time.

THE LEGACY OF TIME MEDDLERS

The *Time Meddlers* fanzine would continue for three more issues after the announcement in Issue #5/6 that the FASA *Doctor Who* RPG was going out of print. In some ways this is a turning point for *Doctor Who* role-playing games. The continued support for *Doctor Who* gaming would solidify a fandom that continued to maintain an interest in Whovian role-playing. Fan-made gaming support would expand content and add to what had been commercially produced. Content was now being made only by the fans themselves who continued to carry the torch in the wilderness years when no official games were produced. The door was open for another *Doctor Who* RPG. In 1991 *Time Lord* became the newest officially licensed RPG. It was written by fans who were ready to continue the legacy of *Doctor Who* role-playing.

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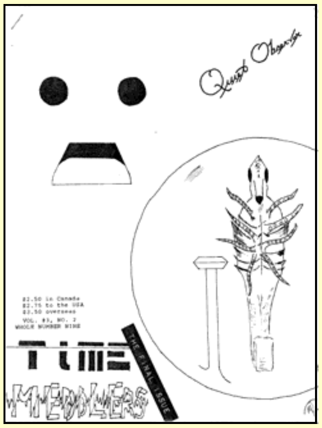
VOLUME THREE, NUMBER ONE (WHOLE NUMBER EIGHT) SUMMER 1988



TIME MEDDLERS

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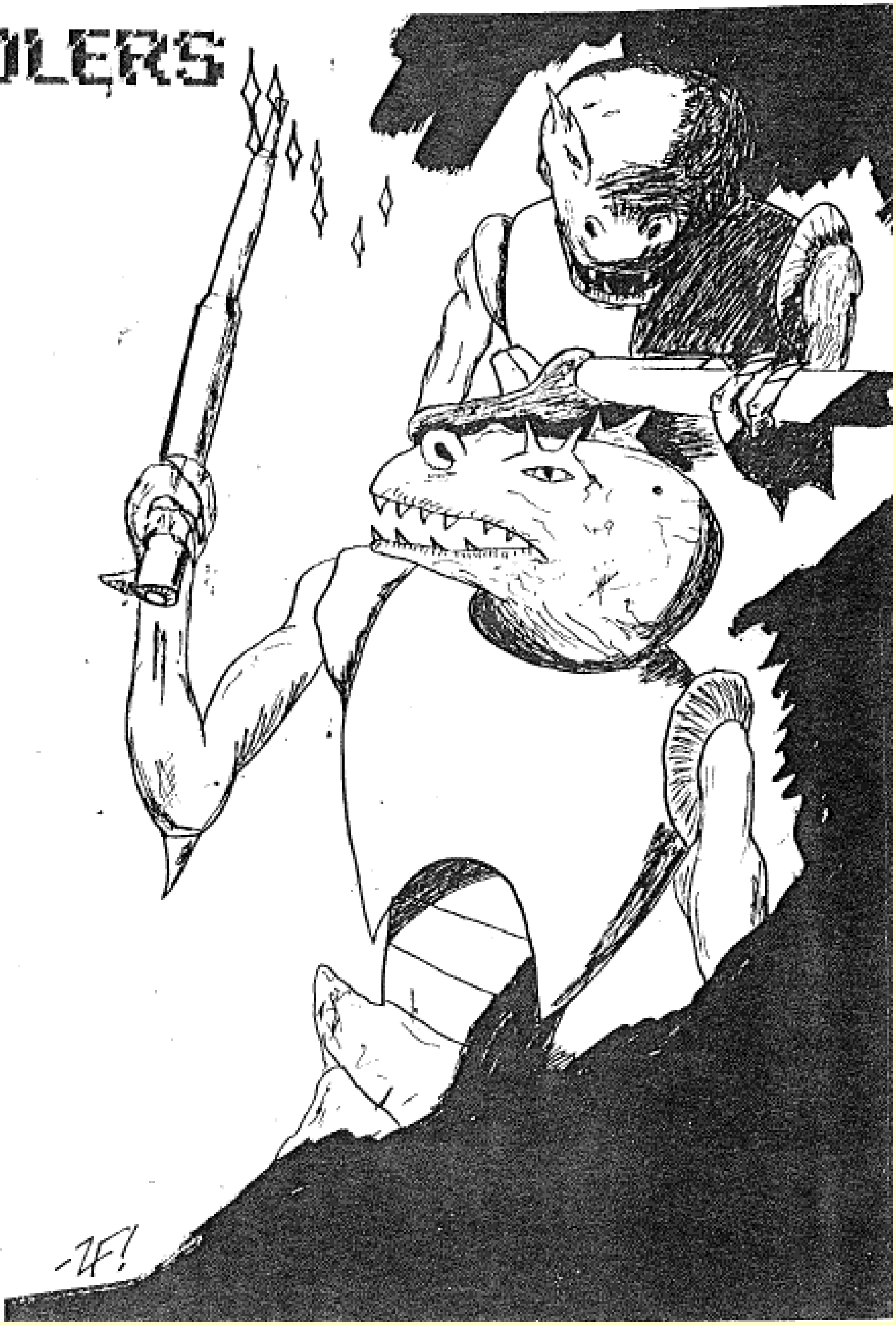
Inside:
THE
SHISTAKEK



SPRING 1988
VOL. 2, No. 2
ISSUE SEVEN

TIME MEDDLERS ISSUE #7 - PAGE 1 (COVER) - PAGE 2 WAS BLANK

"TIME MEDDLERS" ISSUE SEVEN : SPRING 1988

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Contributors to This Issue: Zen Faulkes!, Michael Dawber, Mark McMillan
Cover drawn by Zen Faulkes
Logo by Adam Cookson; this arrangement by Michael Dawber

* Re-Printed from previous "Time Meddlers"

PRODUCTION CREDITS

Founders: Mark McMillan / Steven Dieter

Editor: Mark McMillan
Distributor: Zen Faulkes!

"TIME MEDDLERS" ; The Doctor Who Role Playing Game Fan Magazine
ISSUE SEVEN ; SPRING 1988 VOLUME TWO, ISSUE TWO ; WHOLE NUMBER SEVEN

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EDITORIAL NOTES

Welcome one and all to the seventh "revival" issue of "*Time Meddlers: The Doctor Who Role Playing Game Fanzine*". We haven't released an issue since August or so with the double issue 5/6 and perhaps I should explain why it took me until January to get this issue out.

First of all my distributor, Steven Dieter decided to resign in October leaving me without a distributor until December when Zen Faulkes! decided to step in. I also got a new Commodore 128 and a word processor "Pocket Writer 128" word processor that allowed me double the content in TM! The type is smaller so what you're getting is two issues of TM for the price of one, which means that I'll also need more contributions if I'm to fill an issue! So, get out there and write!

I must give credit to Michael Dawber who typed up most of this issue before I scrapped most of his typing for the sake of this smaller print. I apologise for all that wasted work but hopefully my apologies and a free copy will suffice.

This brings me to my next point. "Time Meddlers" issues one through six are no longer available. However, I will be reprinting some of the best articles from those issues in future TMs to preserve some of the most deserving work. Issue 7 and so on will be printed and available from Zen Faulkes!.

At any rate, I'll say it again, but I think that this issue has shaped up to be the best yet and that we may be on our way to a great new year in 1988.

Until next time, welcome Zen Faulkes! to the post of distributor and thank you Steve Dieter for your help founding "Time Meddlers". Good day and I hope you'll enjoy your issue.

Mark McMillan, Editor

JUST RELEASED:

Zen Faulkes! has just finished and released the first of the "Time Meddlers Periodicals". The first is a full length DWRPG adventure titled "Sands of Destruction". The second is the first of the upcoming "Traveloque" magazine which is a special feature on the Cybermen and more! These sound excellent, reviews will be featured next issue. Anyone interested in ordering should write to Zen at:

Zen Faulkes!,
Apt. 10A,
175 Columbia Blvd.,
Lethbridge, Alberta
T1K 4B7

Once again, the availble magazines are:
"Sands of Destruction" : $3.25 to Canada; $3.75 USA
"Travelogue" Issue One: $2.25 in Canada; $2.75 to the USA
All prices to be paid in Canadian funds, no foreign cheques.
Money Orders or Canadain Cheques to be made payable to Zen Faulkes.

FOE FILE #7: THE SHISTAKEK

Created By Zen Faulkes!

History: The Shistakek evolved on a remote planet from reptillian stock. They were encountered by several travellers and were usually considered only slightly above beasts with no laguage on only the most primitive of technology.

Therefore, it was a great shock when the Shistakek appeared as well armed and efficient mercinaries for several agents. Who discovered their natural talents is not known, although it may have been a temporal renegade.

The Shistakek are still found on their home planet in much the same primitive conditions that they were first discovered in. However, those Shistakek which become mercinaries have spread through the galaxy by their various employers.

Physical Characteristics: Shistakek are surprisingly small, averaging perhaps 1.6 metres in height. Their hide is usually a mottled brown, green, or a combination of the two, providing natural camoflage on their homeworld (and many others as well). Other colours are known to occassionally crop up.

Their small size belies an almost unbelieveable strength. This is a result of the fact that their musculature is perhaps the most efficient of any organic creature in the galaxy. It enables them to generate more push and pull from their muscles, which are considerable.

Each hand has three fingers and an opposite thumb. The hand itself has a ridge of sharp "spikes" at the first knucle, which can be used to punch and slash. Shistakek, in short, have their own built-in equivalent of brass knuckles. Both hands and feet end in claws, rather than toes or fingers.

The head also features small, horn-like structures. The head itself is best described as horse-shaped. The head also features an impressive display of teeth, and the sensory pits they use to hunt with, similar to Terran pit vipers such as rattlesnakes.

Manner: On their native planet, Shistakek live in the most primitive conditions. They hunt for food, do not farm, and have nothing that could truly be called a civilization. They will not harm strangers without provication, but they will attack ferociously if they have any reason to.

Shistakek mercinaries are particularly violent, and fight loyally and to the death; they can not be reasoned with. This is due mainly to the fact that even to a Time Lord with the gift of languages, they have no spoken or written language. No one has been able to understand their tongue of hisses and rasps.

Special Knowledge/Powers: As noted above, Shistakek can detect very small changes in body temperature. This enables them to hunt by locating the heat of their prey. This, in addition to other senses (most above the same as humans', barring accurate hearing) gives them an advantage over most of their prey.

Stats and GM Information: Shistakek have no spoken language; the reason it sounds like a bunch of hissing and rasping is because it is a bunch of hissing and rasping.

Instead, these creatures are possessed of a natural ability which borders on empathy and telepathy. Shistakek use this to communicate between themselves and, in the case of mercinaries, their employers. This is the only known way of "talking" to them.

PCs with some of these abilities (empathy and telepathy) may be able to effect some communication. A Skill roll versus a level V difficulty

(Shistakek cont.)

base is made first. If successful, one can pick up moods, intentions and general ideas but not specific thoughts. By and large, it is not worth the trouble, as Shistakek are pretty much stupidity personified.

Name: Typical Shistakek Mercinary
STR: VI END: V DEX: IV CHA: I MNT: II ITN: II
AP: 8
Combat Stats: Armour, natural 1d6 points
Armour (various: varies with employer)
Spike/horns: 1d6 additional damage attack (add to items marked with *)
Armed Combat, contact: thrusting spearks V
pole arms V
Armed Combat, ranged: blaster III
thrown rocks VI
spears IV
thrown sticks V
slign V
Unarmed Combat: brawling V (*)
grappling III (*)
Significant Skills: Climbing V
Heat Detection V (see below)
Military sciences: small unit tactics III
trap discovery IV
trap ordinance/disarmament I
Security Procedures: stealth IV
concealment IV
Sports, boxing IV (*)
Vehicle Operation, any (bar temporal) III
Wilderness survival, warm temperate VII

Notes on heat detection: Like pit vipers, the Shistakek can sense changes in heat through the sensory pits on their head. All Shistakek have level V in this ability. It is sensitive enough to detect the warmth of a body of a hidden person up to 12 metres away. If that person is closed off in a room, the task becomes much more difficult (raise the difficulty level by 2). For Time Lords, with much lower body temperatures than most creatures, raise the difficulty level by 1. For each person who is standing next to the first, lower the level by one.

The difficulty base is: 1 level for every 1.5 metres the Shitakek is away from its prey. Attempting to detect two people next to each other at this range is a level III task (unless one of them is a Time lord, which would put the difficulty up to level IV).

System and World Logs:
System Name: Shistakek
System Location: Doolittle arm, Mutters Spiral
System Data: Planets in System 5
Stars in System: 1
Terrestrial Planets: 1
Position in System: 5
World Name: Shistakek
Number of Sattelites: 0
Gravity: .9 G
Planetary Conditions: 5 minor continents, 3 major oceans
Length of Day: 10 hours
Atmospheric Density: Terrestrial
Climate: Warm Temperate

takek cont.)

This world has much in the way of geological activity, many geisers, tc. Some of these geysers and hot springs have distilled chemcials in them very, very similar to Nusmaton gas on the planet Sarn, known for its regenerative properties. Shistakek water from these geysers does have regenerative abilities but their use is physiologically addictive. Eventually, prolonged use will result in a perticularly spectacular death for the users.

In the case of Shistakek mercinaries, it means that when killed they almost litterally decompose and disinegrate to dust before one's very eyes. The reaction is triggered when their MAX OP END reaches -10.

WEAPONS SUPPLEMENT #1: THE TINGLER

Created By Zen Faulkes!

Weapon Favoured By: The Shistakek.
Energy Storage: 30 charges. However, these are used at an uneven rate, as some of the settings on the tingler require more charges than others.
Damage: Varies with setting. A tingler has four settings: practice, stun, paralyze and kill.

Practice: This setting deleivers a very light shock and does no damage.

Stun: This attack reduces the CURR OP END by 15.

Paralyze: If touched to a limb this option delivers 1d3 damage to that limb alone and the player loses the use of that limb for 2d6 combat turns.

Kill: Delivers 4d6 points of damage.

Weight: Light.
Size: Medium.
Frequency: Rare; used almost exculsively by Shistakek mercinaries.
Value: Not for sale on the open market. Black market prices start at 1,000 credits, but 5000 credits is a more common asking price.
Description: The tingler is about the size of a short sword, although it has more in common with a cattle prod than a cutless.

A tingler is 60cm long. A cylander takes the place of a blade, the tip of which delivers a variable electric shock. It is held in an insulated grip, which has two control studs: an intensity regulator dial, and a thumb trigger.

The dual control studs are used when short term bursts of energy are needed. They are pressed with the finger and can deliver either the stun or kill setting when the trigger is pressed.

The intensity regulator is set into the pommel of the weapon, and is adjusted for prolonged use of any one setting. The practice and paralyse options are only available this way.

Notes: The tingler uses its energy at a variable rate, depending on the setting used. Obviously the practice setting uses far less energy than the killing one. The simplest way to judge its use is to make a 2d6 "ammo roll" each time the weapon is used. A roll of 12 indicates the energy storage has expired, and the tingler will deliver no more damage.

However, once the charge has gone out of the weapon, it is rugged and sturdy enough to be used as a club. Judge such a use as a small club.

A tingler can be used by anyone with skill in short swords. The judged proficiency level is one less than the skill level with the sword. For example, a character with a level V skill in the use of a gladius would use a tingler with a level IV proficiency.

Product Review: BATTLEMATS

Written By Zen Faulkes!

Have you just about given up on mapping your scenarios? Tired of taping together sheets of graph paper, or trying to remember what the players have moved in a room? Scrounging for maps hidden carefully - somewhere - amoung reams of notes?

Don't panic!

Different Worlds Publications (formerly *Sleuth Publications*) have a game aid which is worth its weight in gold. Its called a Battlemat.

A Battlemat is basically a vinyl mat with a tactical grid on it. The great thing about it is that you can write on it with an overhead transparency marker. When you're finished with a map, you can clean off the mat with a bit of water and some paper towels.

The possibilities aren't endless, but there are plenty of them just the same. Impromptu maps become possible, along with quick sketches, diagrams, notes and so on. You can very easily make small changes to maps, to reflect changing combat conditions. With different colored ink, you can add color to maps. If you're in the middle of playing when you've got to quit, you can mark where the characters were on the mat, and roll it up until you play again.

Battlemats come in at lease three varieties: the square grid *(as used in Doctor Who: RPG)*, a hex grid *(favoured by AD&D)* and a staggered quare grid which I've never seen used in any game. In all cases, the grids are designed to be exactly to scale with 25mm gaming figures. The Battlemat with the square grid has 20 X 23 one inch squares, giving you about 100 X 100 feet in tactical distance.

There's some other nice features of battlemats, too. Its a nice, soft padding to roll dice on. No more noisy clattering of dice on the kitchen table, or chipping of dice on hard surfaces! Battlemats can roll up for easy storage, but lie fairly flat when unrolled.

Quite frankly, its the only way I would even consider doing mapping, particularly because I use 25mm figures in my campaigns

Price? About $15.00 Canadian, but worth every penny. This is a gaming aid which can be used in almost any situation, for almost any game.

Product Review: THE CYBERMEN

By Zen Faulkes!

HOW NICE.... that FASA has finally released their Cybermen Supplement!

TOO BAD.... that its out about a year late.

HOW NICE.... the cover art is gorgeous!

TOO BAD.... that they still haven't figured out how to use photos from the series properly in the layout, but ...

HOW NICE.... that they've put some very effective line art in for a change.

TOO BAD.... they missed *The Five Doctors* in their list of televised Cybermen adventures.

HOW NICE.... that there is actually some logical FASA-created Cybermen history. The history of Mondas and the idea of the War Machine are both quite interesting.

TOO BAD.... that they completely *messed up* some of the most important aspects of it! Some dates given conflict with those given in the Sourcebook. More importantly, they *completely* defused the original moral message of the Cybermen! They were a race seeking immortality by cybernetics, eventually becoming dehumanized monsters. Here, they've been given their own Davros.

HOW NICE.... that there is a complete map of a cyber-colony!

TOO BAD.... they didn't do the same for the Cyber-ship.

rmen review cont.)

HOW NICE.... that we're given more complete stats for all models of ybermen, as well as their weapons and equiptment.

TOO BAD.... they didn't expand more on the Cybermats and the Cybercontroller is completely ignored. *(see TM #3's article on the Cybercontroller by Zen Faulkes!)*

HOW NICE.... they've done a good job concerning the goals and modus *operendi* of the Cybermen. Like the Daleks supplement, there is a decision making flow chart presented.

TOO BAD.... that they still think they have mislead the players with the players supplement, "The Cyber Files".

HOW NICE.... "Cyber Files" is useful for players who haven't watched the show or read novels of missing episodes.

HOW NICE.... that there are specialised critical hit and fumble tables, and a new AP table too!

HOW NICE.... that they've explained combat with Cybermen better, including what their vulnerable points and armour scores are.

All in all, they came out ahead! How Nice!

Review: FINE ART CASTINGS

By Zen Faulkes!

(__EDITOR'S NOTE:__ We haven't delt much with the Fine Art Castings miniatures from England, which would probably be better for use with the DWRPG than FASA's own (they are certainly of a higher quality and price!). In the article below, Zen Faulkes! takes a look at them. Ordering information follows this article, and you should send all inquiries to: John Fitton (Books and Magazines), 1 Orchard Way, Hensall, Goole, North Humberside, The United Kingdom, DN14 ORT)

The Sontarans (25 mm)

The Sontarans are really the only glaring omission from the miniatures figures from FASA (although, if you want to get technical, the well-known British chaps at Citadel make them; FASA just distributes them). So, it was with great pleasure that I found out that Fine Art Castings had sculpted the Sontarans in the 25mm format.

There are six different Sontarans available, of which I have three. One is helmeted, one is holding the helmet, and the third hasn't got one at all.

The best of the lot is the helmeted one. The facial features on the other two are their weak point: they just don't look quite like Sontarans, although, thankfully, they do look like each other. (Ever noticed that for a colne species, no two of them ever looked the same on the show?) And, for all you nit-pickers, you'll immediately notice that one is missing (gasp!) the all important probic vent. Its a minor oversight, but a strange one because the other two have them.

These are quite good; as good as, if not better than, most of the Citadel miniatures. If you use miniatures in your game, they should be useful for playing. The base is somewhat smaller than on the FASA figures, so they may be a bit prone to falling over during play, but this shouldn't be a noticeable problem. I'll give them a 7 1/2 out of 10. Nah.....make it an eight.

The Five Doctors (40 mm)

40mm figures are nice. They aren't hideously expensive (like 80mm ones), but they tend to be a bit more detailed and easier to paint than 25mm. They don't make good pieces for gaming, but they're nice to collect.

Colin Baker has come out recently in 40mm, so it is possible to get

(Fine Arts Castings review cont.)

all the Doctors in 40mm. As for the first five:

The second Doctor is definitely the best of the lot. Complete with recorder and plaid(!) pants, it most resembles the character. That, and the nicely detailed work, earns it a 9 out of 10.

William Hartnell captures more in spirit than in form of the first Doctor. The pose and attitude are just right, as is the costume: but the facial features don't closely resemble Mr. Hartnell. If you don't examine this one in much detail, its easily a 7 1/2 out of 10 on the Faulkes scale.

Something similar with Jon Pertwee's Doctor. The only thing that is obviously wrong is the hair: its straight here, not curly. The various parts look okay, but somehow the whole is less than the sum of its parts. 7 out of 10.

The fifth Doctor is noticeable worse than the above three. The striped pants will be tough to paint: no lines are on the figure at all. Ditto for his sweater - no attempt at texture is made. The face looks flat and characterless, while the Doctor's cricket bat looks just as much a big piece of left-over lead flash. 5 1/2 out of 10.

Tom Baker fans will be disapointed, I'm afraid. I'll be generous and give it a four. The head is too small in proportion to the body, for starters. The nose is flat, and the hair looks more like an afro than Baker's characteristic shag.

Sensorite (40 mm)

Very nice and simple, but very accurate and effective. 9 out of 10.

Mark III Cyberman (40 mm)

At first look, this Cyberman doesn't look very impressive. He slender and looks sort of, well, like a wimp. Although he does seem a bit anemic, he's quite well sculpted. Only a couple of details are missing that would have made this a first-rate figure. 8 from the Lethbridge judge.

Zygon (40 mm)

This guy seems to be mssing a face. Well, maybe not missing: it is there but the eyes and nose in particular look like the lead has melted a bit and lost some of the detail work. Its not as bad as I make it sound, though, and the rest of the suction-cupped baddie looks good. It makes the grade with a score of seven.

(Thanks to S.J. Millar for making this article possible.)

FINE ART CASTINGS

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MINI-SUPPLEMENT #4: LEVEL VIII, TAKE TWO

Written By Zen Faulkes!

In "*Time Meddlers*" #4, Michael Hopcroft presented the Level VIII problem posed by *Doctor Who: The Role Playing Game*. As it stands now, there are no rules for the creation or judging of levels higher than VIII. Level VIII may be the boundary for player characters. but why should that be the limit for all non-player characters?

There are some circumstances which simply can't be judged properly using level VII as a limit. For example, the Yeti have STR and END scores of 40 and 42, respectively! The alien creature generation table can also generate some very high physical attributes; scores of 50, 60 and even higher are not uncommon for big animals.

Michael Hopcroft presented one solution to this problem in his "*Superbeings*" article, and his "kit-bashed" method is inventive and has a certain ease of use. But I don't think its the best answer to the question. First, his idea is completely divorced from any existing *DW: RPG* rules, and secondly, it involves quite a bit of quesswork - something the game has too much of already!

So, here's another answer to the problem.

First of all, higher levels would obviously follow the pattern of scores established by lower levels. An increasingly greater number of points are needed to get to the next level. Thus:

Score	Level	Title	Score	Level	Title
36	VIII	Superhuman	78	XII	Superhuman
45	IX	Superhuman	91	XIII	Superhuman
55	X	Superhuman	105	XIV	Superhuman
66	XI	Superhuman	120	XV	Superhuman

As you can see, a Yeti has a Level VIII STR and a Level VIII END, which provides a much clearer picture of its capabilities.

The next question is: how to judge these levels?

The solution is again a matter of extending a pattern. This time, its the pattern found in the Interaction Matrix. The Matrix is continued out, and extremes such as Level X is a second Interaction Matrix. The new matrix is used the same as the original in all respects.

Suppose we had a player with a level VI STR arm-wrestling with a Yeti. It now becomes a simple matter of going to the Matrix as usual. The Ability entry line is VI, the task is VIII. A cross reference gives a to-hit number of 3. A player can, then, actually beat a Yeti, with luck and a good roll.

Unfortunately, our rather stupid player character (would you hold hands with a Yeti?) rolled a 7 and got his shoulder dislocated for his efforts.

I'd also suggest that levels above VII be reserved for physical attributes alone, ie STR, END, and DEX. I can't see any circumstances where you would want a character with a CHA, MNT, or ITN higher than VII *(unless you're mind-bending with the Black Guardian! - Mike Dawber)*.

I'd also like to suggest that Level VII be kept as a limit for skills as well, but not as tasks for those skills. But I can see a few exceptions. For example, it makes sense to me that the Cybercontroller could have a Level VIII Cybernetics. But use this *sparingly*. A Level VIII skill should reflect perhaps one or two beings in all of space and time who have some extrordinary expertise in a chosen area.

The other nice thing about the new matrix is that it allows room for those extra modifiers. For example, with the old Matrix, how would you judge the results this challange? A player with a Level VII skill in some firearm is trying to hit a tiny (-7 task modifier), evading (-3 task modifier) target which is 2/3 concealed (say, -5 task modifier). That's a of -15 to the task entry line, which stops at -12 on the original rix. What's the to-hit number?

With the new Matrix, you can do the usual cross-referencing. At -15 (a level VIII task!), the to-hit number is 5. Tough, but definitely not impossible.

At last, with these new levels you have a means of presenting some greater challanges to those cocky, over-confident players who have level VII attributes and skills!

INTERACTION MATRIX II

TASK ENTRY LINE

ABILITY ENTRY LINE

			X				IX				VIII				VII				VI				V			IV
		-24	-23	-22	-21	-20	-19	-18	-17	-16	-15	-14	-13	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0
IV	0	-5	-5	-4	-4	-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7
	+1	-5	-4	-4	-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7
	+2	-4	-4	-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7
V	+3	-4	-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8
	+4	-3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8
	+5	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9
	+6	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9
VI	+7	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10
	+8	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10
	+9	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11
	+10	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11
VII	+11	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12
	+12	1	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12
	+13	1	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	12
	+14	2	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13
VIII	+15	2	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14
	+16	3	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14
	+17	3	4	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15
	+18	4	4	5	5	6	6	7	7	7	8	9	9	9	10	10	11	11	12	12	13	13	14	14	15	15
IX	+19	4	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16
	+20	5	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16
	+21	5	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17
	+22	6	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17
X	+23	6	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18
	+24	7	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14	15	15	16	16	17	17	18	18

MINI-SUPPLEMENT #5: THE KROTONS
Written By Michael Dawber

History and Origin:

Almost nothing of the Krotons' origin is known. Their home planet is the eighth of eleven planets circling a huge red giant in the distant galaxy of NGC-2997. They were first identified by the Time Lords in 18098 BCE (earth local), as they invaded and exploited a nearby planet. Over 20,000 years the Krotons spread out to have colonies in 51 different galaxies. However, a small skirmish with a Mechanoid vessel led to an all-out war that ended in defeat for the Krotons. At Gallifreyan Present Time (4989 ADel), the Krotons have been relativly inactive for over 1800 years.

Appearance:

The Krotons are very rougly humanoid in shape, most being 2.2 metres in height. They have elongated hexagontal bodies with a flat base. They have two arms ending in heavy pincers, one serrated, the other flat. Their heads, are hexagontal as well, having no disernable features and coming to a sharp point at the top. They appear to be crystalline, with a pulpish taint.

Behavior and Charcteristics:

Krotons are composed of Tellurium, which forms about 92% of their body mass. When moving, they glide along the ground by an inherant magnetic force; their maximum speed is no more than 5 km/hr. They do not alter speed on inclines but will always avoid rough ground or rubble.

Krotons are almost completly emotionless, never showing any feeling. They do, however, have a great contempt for organic life forms, which are usually refered to as "animals" or "waste matter". Usually, all organic life on a planet will be destroyed, unless prevented by a lack of power, or the life can somehow be of use (ie: it is of "value").

A Kroton will attack a target if it is dictated by procedure or if it is dispersing organic life. A Kroton will almost never be encountered outside a Dynatrope, but if one is, it will immediately disperse any organic life of no value.

Krotons are intelligent, but are not creative. All they do is governed by procedures, a compilation of tens of thousands of situations. Regardless of what they are faced by, they will always follow procedure. For this reason, Krotons dislike sudden changes or problems, as they must all be checked and judged by procedure.

Especially noteworthy to players, Krotons cannot be distracted or talked out of doing something; if procedure has dictated it, the Kroton will do it, regardless.

Krotons' senses are particularily poor. They have no sense of smell, touch or taste, and have only rudimentary sight or hearing. Their eyes are adapted to the very dim sun of their homeworld; even on a cloudy day a Kroton is almost blind (a good reason why Krotons dislike leaving their Dynotropes). When travelling outside, they must be guided from inside a ship via polarized scanners.

Krotons speak using a special structure in their chests; this creates a harsh, electronic bray and the very nasal accent they have.

The most limiting factor on a Kroton's movement is its need to be attached to a rebreather tank. The Krotons' heart is of very poor construction, and cannot function well without aid. Thus, all Krotons are attached by umbilical cables to tanks, which circulate their Tellurium-based body fluids through an electrical field. Krotons do not need to breathe, but they do need the fluids to move and speak. One great weakness of the tanks is that they have to be open, to allow ions to escape, which allows contamination of the fluids very easily.

When travelling outside a Dynotrope, Krotons can use portable tanks that clip onto their chests; these tanks have a maximum operational life span of three hours.

Society:

Krotons have no culture. Their entire existance is geared to survival. There is no such thing as a "civilian" Kroton; all Krotons are either employed as workers on their home planet or are engaged in the conquest of other worlds. There is one class division, between First and Second Krotons. First Krotons are those of 5000 years or older; they are considered to have amassed sufficient knowledge to become a leader. The oldest living Kroton is the supreme military dictator.

Technology:

The Krotons have very advanced technology, but have not been able to improve on it for fifteen thousand years. All Krotons are grown in huge birthing tanks. All that is required is a Tellurium slurry, charged by a special generator, and Krotons can be virtually manufactured. Krotons cannot grow, their body size remains constant. Krotons do not have much learning capacity; the procedures have not altered since the Mechanoid war. All Krotons are subjected to a year of though transfer teaching, at which time they are assigned to home production or fleet duties, depending on which sector needs more units.

Once activated, Krotons function indefinitely; they cannot die. Some First Krotons are over fifteen thousand years old. Krotons can, however, be "exhausted". If their bodies recieve more energy damage than is required to maintain their body structure (about 55 points of damage), they dissolve. If a generator is present, the slurry can be reanimated into another Kroton being within four days.

The only thing limiting the Kroton poulation, aside from casualties, is the Tellurium resource. Tellurium is not a common element, and they long ago exhausted their home planet's resources. As a result, the Kroton population never exceeded 100 million, even at colonial peak.

The standard weapon of the Kroton military is the dispersion unit. Pincer-mounted versions resemble scuba tanks, with a large nozzle at one end and hollow in the other. A Kroton inserts one pincer into the hollow, and it clamps into place (dispersion units cannot be dropped in combat). When fired, they produce a stream of white gas, which reduces the target to grey ashes in about 8 seconds. The small unit can destroy an everage sized bungalow or about four humans. This limits their ground combat potential, as each unit takes about a 15 minute refill. A ship-mounted weapon (every Dynatrope has 16) can disintegrate a cubic hectare in 20 seconds; this compensates for their ungainly size and lack of mobility.

The greatest achievement of the Krotons is the Spatial Transferance Engine. By means of this drive, a Dynatrope can transfer from one point to anywhere within a maximum of 100 million light years. The engine absorbs mental power, converting it into raw energy. The usual crew for a Dynatrope is four, and four Krotons can transfer a vessel 25 million light years in ten seconds. According to procedure, Krotons will drain mental power from any "high brains" on the planet, storing it for future use.

The engine has one drawback, in that it cannot operate close to any major sources of gravity, or in any dense gas clouds; the gas particles would combine with the vessel as it materialized and gravity waves would distort its shape. Kroton fleets are therefore vulnerable when first materializing, as it takes some time to activate the ships' chemcial engines and assign one Kroton to the dispersion units.

The Dynatrope itself is a huge, spherical craft, which is about 650 metres in diameter. The ship is covered in a regular hexagonal pattern (the Tellurium crystal structure). Inside, the corridors follow a concentrix, hexagonal pattern, with the bridge located at the center; other rooms are located at the points of each passage. They have sensitive detectors, and any unauthorized entry or movement inside a Dynatrope will be identified and delt with.

If a Dynatrope should become damaged, it can go into a special stability cycle. The Krotons can reduce themselves to slurry and the ship will go into an infinite cycle that will maintain it for thousands of years, if need be.

Weaknesses:

Krotons have no racial fears or inhibitions, and they are invulnerable to disease. They can, however, be destroyed by sulphuric acid; a litre is sufficient to destroy one Kroton. If the acid is poured into a rebreather tank, any Kroton will be "poisoned". Krotons destroyed in this way cannot be re-animated, as the slurry is contaminated. if all the Krotons crewing a Dynatrope are destroyed, the ship will trigger an automatic mechanism and destroy itself.

Statistics:

Krotons rarely engage in hand-to-hand combat, being too clumsy for it. Projectile weapons will do one point damage per shot or volley, regardless of calibre. Energy weapons do normal damage. Heat or explosions of any sort will do 1/4 of normal damage.

(Note that the dispertion units do not affect Tellurium.)

FIRST KROTON (Kroton Commander):

STR: VI END: special DEX: II CHA: I MNT: V ITN: II

Skills:
Combat, ranged, dispertion unit: VI
Leadership: VI
Social Sciences, Kroton history: VI
Space sciences, Astronautics: V
Astrogation: V
Trvia, Procedure: VII
Dynatrope maintenance VI
Mental conversion unit maintenance and operation: VI
Direction point computer operation: VI
Animation unit operation: VI

SECOND KROTON (Typical "Soldier" Unit):

STR: VI END: special DEX: II MNT: III ITN: I

Skills:
Combat, ranged, dispertion unit: VII
vessel mounted dispertion unit: VII
Social Sciences, Kroton history: III
Space Sciences, Astronautics: IV
Astrogation: IV
Triva, Procedure: VI
Dyantrope maintenance: VI
Rebreather tanks maintenance: IV
Direction point computer operation: VI
Mental conversion unit operation: VI

WEAPONS SUPPLEMENT #2: THE WEAPONS OF DOTRIA'S SPIRAL

Created By Mark McMillan and John Samuels

The following weapons were recently discovered on various worlds in Dotria's Spiral. All CIA agents are to be aware of them.

Zol Laser: Energy Storage: 25 charges   Damage: 1d6 + 2
Weight: Light   Size: Small
Frequency: Common   Value: 50 credits

This weapon is much like a regular laser, except that it possesses a "rapid fire" option which allows it to shoot up to 5 blasts within a period of 4 seconds.

Tomjo Blaster: Energy Storage: 10 charges   Damage: Special
Frequency: Very Rare   Weight: Medium
Size: Large   Value: 300 credits

This weapon's charge causes the target to be engulfed for 30 seconds from the beam. In that time, the target's temperature drops 70 degrees C in temperature, usually killing it. Each charge fired into the cold beam freezes weights of up to 100 kilos.

For example: 1 target is hit with the beam. Seven carges are emptied into the beam, causing 700 kilos to drop 70 degrees in temperature.

Disintegration Grenade: Energy Storage: 1 charge   Damage: Special
Frequency: Rare to Common   Weight: Light
Size: Small   Value: 10 credits

This grenade, upon impact, disintegrates everything in a 3 metre radius. The person using it has 30 seconds to throw it before it expolodes.

Acid Grenade: Stats as per Disintegrating Grenade

This device splatters everything within 3 metres with an acid which eats away 2d6 + 5 damage. Throwing time is 30 seconds.

Madness Ray: Energy Storage: 10 charges   Damage: Special
Frequency: Very Rare   Weight: Heavy
Size: Medium   Value: black market

Black market credits for this start at 10000 because this outlawed device causes the victim to go insane within a period of two minutes, depending on its MNT score (Higher scores take longer).

GAMEAID #10: MOVE OVER, RASTON ROBOT!

A very short article about a very serious subject

Written By Zen Faulkes!

WHY?

Why, oh why, oh why?

Will someone, anyone, please tell me why a Martial arts kick does 3d6 damage, while a Brawling kick does a mere 2d6 damage? A so-so STR of Level IV and a Level IV Martial Arts skill does out an average damage of 18 points in a single hit!

At that rate, forget about the Raston Warrior Robot! If you really want a perfect killing machine, pit your players against a kickboxing champion! Better yet, cross over into the Marvel Superheros game and draw up Batroc the Leaper!

The upshot of all this: scale Martial Arts kicks down to the same level as brawling kicks. That which we call a kick by an other name do 2d6 damage.

Excerpt from "Time Meddlers" Volume One, Number Two, whole number two, November 1986.

FOE FILE #1: THE DESTROYER

Created By Mark McMillan

The Destroyer is got to be one of the most powerful renegades that the PCs are ever likely to encounter.

This Time Lord was once a follower of the Cult of Morbius when Morbius attacked Karn to get the elixir of life. It is rumoured that Morbius held him in high regard but this has yet to be confirmed. During the final battle on Karn against the Time Lords and their allies, the "Destroyer" (as he was nick-named because of his shoot-first-and-ask-questions-later attitude) was badly wounded by stazer fire. He managed to make his way back to the TARDIS where he regenerated for the last time in his zero room.

However the regeneration was a failure and it would become increasingly unstable until finally the Destroyer would die in about a year (a short time to a Time Lord). But it was unlike the Destroyer to give up quite so easily...

Before the time of his death the Destroyer managed to build a very sophisticated life support system out of the multitude of resources available throughout the universe. His suit was a type of metallic frame covered in rubber (his suit). For his outfit he choose a combination of white/black with a grey cape. On his chest is mounted a small control unit. his right arm is detachable (a hook) to reveal a very powerful blaster concealed beneath (it has its own control setting along the arm). Inside his head contains the only remaining living tissue: his brain. The mask protects his brain and would likely destroy him should it be removed or destroyed.

He can breathe in any environment via the respirators which adapt to any condition. His eyes are perfectly attuned with infra-red if needed. He does not have the feelings of touch and tase (but does have smell). He has also no need to eat.

Inside his upper torso is a small re-chargeable power system, this runs his entire system. Once charged up from the Destroyer's TARDIS for an hour this system will run him for a week, provided he doesn't use his blaster which subtracts one hour from each shot.

The Destroyer's TARDIS is a Type 40 mark II, the same model as the Masters' and in perfect working order.

The Destroyer hates all Time Lords for doing this to him and he is no longer a follower of the Cult of Morbius. He has two motives: revenge against the Time lords and conquest.

The Destroyer is very self-confident and boastful. he has a generally disagreeable disposition but can be pleasant if he so desires. He rarely makes alliances and kills people who are of no interest to him.

The Destroyer is serviced by the mercinary Ogrons whom he promises wealth from his plundered planets, of which he has been doing alot of lately....

THE DESTROYER Character Data Sheet

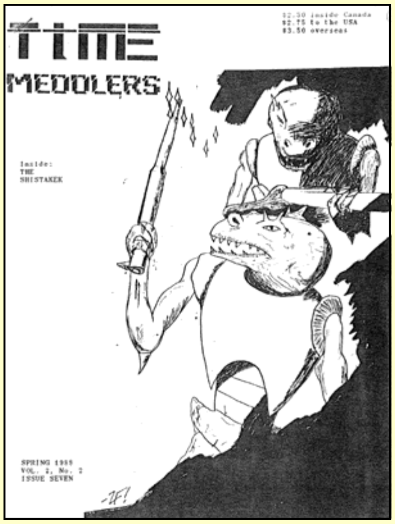
STR: VII END: VI DEX: V CHA:III MNT: VII ITN: V

Appearance: N/A Age: 1,500 No further regenerations possible.
Personality: Boastful, tempormental, snobbish, patient
Skills: (Up to gamemaster although remember what has been said above. Only two skills remain constant)

Built In Blaster: VII*
Infra-Red Range: 100 metres

*The blaster detracts an hour's worth of energy from the power packs causes 3d6 + 2 damage. It is of the Destroyer's own design.

OVERVIEW OF TIME MEDDLERS ISSUE #7 (VOLUME 2, NUMBER 2) - SPRING 1988



- This sixth issue is labeled as “Vol. 2, No. 2”, “Spring 1988”, and “Issue Seven”.

- The cover features artwork of reptilian aliens called the Shistakek, which were created for Foe File #7 by Zen Faulkes and included in the issue.

- Cost of the Issue #7 was $2.50 (Canadian) in Canada, $2.75 (Canadian) to USA, and $3.50 (Canadian) overseas.

- Mark McMillan’s editor column explains that Steven Dieter stepped down from being the distributor in October 1987 and that Zen Faulkes! (whose name sometimes includes an exclamation mark at the end of it, and sometimes not) will take over those duties. McMillan also reports that he has a new Commodore “Pocketwriter 128” word processor that results in the look of the fanzine changing to a more modern word processed look in this and future issues.

- Foe File #7 features the original reptilian race known as the Shistakek. A group of mercenary style reptiles, they have no spoken language but extraordinary head sensing abilities. To supplement this is “Weapons Supplement #1” on the weapon favored by the Shistakek known as “The Tingler” and is a cattle prod like-weapon.

- Product reviews are done on Battlemats (a new product just introduced at this time), FASA’s Cybermen supplement, and Fine Art Castings miniatures. A reprinted listing of all the Fine Art casting miniatures is included as well that reveals that the 25mm scale minis the company released included a Dalek, Sontaran, Mk 6 Cyberman, Tom Baker/Leela and Jon Pertwee minis at that scale. Other larger Fine Art Miniature figures are listed as well, but would be of little use to gamers.

- “Mini-Supplement #4” expands on an article that was featured in issue #4 and looks at the additional of a Level VIII inclusion in the game. A new expanded interaction matrix is included in the article to help game masters figure out what rolls would be needed if including this new level for game play.

- “Mini-Supplement #5” presents us with a look at the Krotons. Written by Michael Dawber, the fanzine gives an overview of the monsters seen in the *Doctor Who* episode of the same name with a generous helping of original and non-canonical ideas.

- “Weapons Supplement #2” is included presenting “The Weapons of Dotria’s Spiral”. Mark McMillan and John Samuels put forward a quick listing of 5 different new weapons that can be used in the game.

- “Gameaid #10” has Zen Faulkes! Giving advice about scaling down the damage the martial arts kicks do in the game and how to level the playing field.

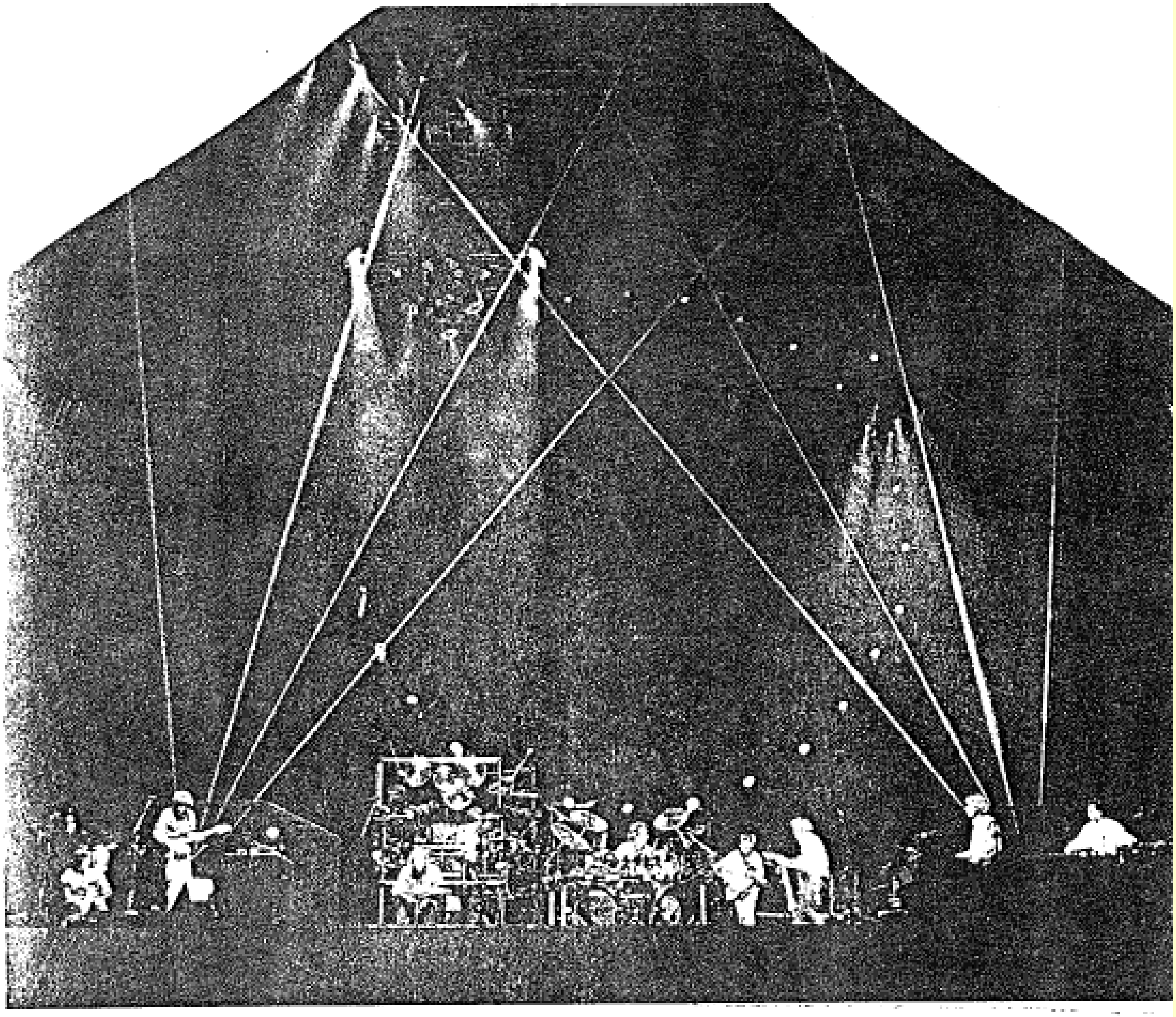
- An except from Time Meddlers #2 is reprinted as the NPC of “The Destroyer” gets his stats and background reprinted, in an effort to round out the issue.

SUMMARY: This issue is released after a bit of a break, and it is clear that working out the details of distribution became an issue for the fanzine with the loss of Steven Dieter. After a good deal of sorting, it is Zen Faulkes! Efforts that keep the fanzine alive and that helps *Time Meddlers* continue to thrive. Faulkes becomes not only the distributor, but he helps in providing a good deal of content from the Foe File feature, to the start of the new weapons supplement listing, to reviews, to mini-supplements and even the cover artwork. The issue also features the tie to the series with the Krotons supplement, but it is the treasure trove of original ideas in this issue that make this 6th offering really stand out.

TIME MEDDLERS

[illegible]
$2.75 to the USA
$3.50 overseas

7



INSIDE: "*Nightlife*" adventure by David Connors

****

VOLUME THREE, NUMBER ONE (WHOLE NUMBER EIGHT)   SUMMER 1988

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TIME MEDDLERS ISSUE #8 - PAGE 1 (COVER) - PAGE 2 WAS BLANK

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TIME MEDDLERS : THE DOCTOR WHO ROLE PLAYING GAME FAN MAGAZINE
****
VOLUME THREE, NUMBER ONE ; WHOLE NUMBER EIGHT -- SUMMER 1988
**** SECOND ANNIVERSARY ISSUE ****

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****

PRODUCTION CREDITS

EDITOR: Mark McMillan
DISTRIBUTOR: Zen Faulkes!

FOUNDERS:
M. McMillan / S. Dieter

Printed on a Commodore 128 and Panasonic Printer with Pocket Writer 128 program.

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EDITOR'S NOTES

Hello one and all and welcome to the seventh issue of *Time Meddlers*. This issue is jam-packed with articles, this being the first time I have used double columns, allowing me 90% more material in an issue. This trend will continue as long as their are enough submissions to fill them.

Speaking of next issue, it will be the last issue of *Time Meddlers*, at least under my editorship. Submissions have dried up and next year at school I am moving on to edit another publication called "The Voice" which is the my high school's literary magazine (all poems and prose being by students and teachers). I consider this an honour to have been asked and feel I should devote as much time to it as possible. For these and other reasons, issue number nine will be TM's last.

So, for those of you wanting to submit articles, artwork, etc. Please do so as soon as possible. I'll print as many issues as there are articles to fill it and then its goodbye TM. More details next issue, hopefully.

I will say that editing this fanzine has been one of the better experiences in my life, and I thank all the readers and writers for buying it. *See* you next issue (#9 - Winter 1988) - and final issue.

Mark McMillan, editor.

MINI-ADVENTURE #7: LIVING FOSSILS!

Written By Zen Faulkes!, Michael Dauber, and Mark McMillan

Editor's Notes:

This started out as a poor idea for an adventure and emerged into a not so-serious re-write as you will see. We will not be held responsible for the chaos which may emerge in playing this adventure.

Synopsis:

The players land, deal with a mad scientist named Ratu Jannee Cawrben and leave.

The Arrival:

The TARDIS is humming away as the players travel through the vortex. Suddenly, the lights dim ... after a moment they return to normal, revealing that a small cylander has materialised on the control room floor.

The Time Lord PC will immediately recognize it as a Spatial Delivery Capsule (SDC). it contains a message for someone and will only open for thta particular person. By checking the control console they can see that new co-ordinates have been entered and that they will be arriving there very shortly.

(It is worth suggesting to the players that they seem to have gotten this SDC by accident. For example, the original carrier, in trouble, simply shot it off to the nearest thing he could find in the vortex. It does not seem to be deliberately directed at the PCs in any case.)

TARDIS Touchdown:

The TARDIS lands on the planet of Carmangay (13 Arietis, fourth planet). The Time Calculator reads 38 437 AD and the atmosphere sensor says the air is breathable O_2N_2 mix. On the scanner, they can see that they have landed in the middle of a deserted, white concrete street, which stops dead at a T-junction just ahead of them.

The Adventure:

As they emerge they will notice that there is hardly a sound anywhere; no motor vehicles, no wind, no birds, no cab drivers swearing at people, nothing. As they begin to explore one of the players will step in a pile of fresh dog-droppings, showing that the city was deserted only recently. Later on a wall of televisual devices in a nearby shop will light up. They all show a picture of the same man.

"Are we on the air yet? Oh! Ummm.....hi! In case you've been living under a rock for the last few hours, " the image crackles, "I'm Ratu Jannee Cawrben, Ratu of Biology." (GMs may wish to add a thick Welsh accent for further effect)

"I'm rather disapointed in you all.... particularly the city leaders, the old foggies that they are!" he states. "No one has called. I'm still in the phone book you know...."

"At any rate, I'm just going to leave a friendly reminder, " Cawbren continues, the small being replaced by a look of quiet determination. "Until a written notice of absolute surrender, signed by the entire council of Leaveit, giving me absolute power over this city, is delivered to me, I will continue to unleash more of my little prehistoric pets on the city."

As if to emphasise the point, a sudden roar rips down the street the players are on. They turn, and see a huge and very hungry-looking sloth-like monster taking a crap in the middle of the street. It then starts to come tword them...

The players manage to catch the end of the televast. "You know, I'm a man of my word; after all, I promised you I'd have my revenge, and I've kept that promise: surrender to me, and I will kill all my monsters. Otherwise, my creatures will continue their rampage as long as you continue resistance. That's all for now folks, stay tuned!"

The monster is getting rather close to the PCs so they might not want to catch the credits.

The beast is not at all intelligent, or even very fast, so the PCs will be able to escape down the street and around the corner before it can catch them.

As they do so, they will smack into the first person they have seen yet: Andrea Somer.

Andrea is quite ugly and a PC with a low MNT might mistake her for another monster but she is only a former stundent of Cawrben. She's heading twords his estate to convince him to "give up this madness and turn himself in.". Andrea can tell the players virtually anything they want to know about him. However, they'd be advised to do it somewhere else as a rather large sloth creature has just come around the corner.

The city is totally barren, eveneryone having locked themselves firmly away in their flats. Refer to the city map of Leaveit; Andrea can lead the PCs out of the city. Use the random encounter table to throw in a few obstacles.

While on their way to Cawrben's estate, they might see a dead creature just outside a dental clinic (one accidently opened a can of nitrous oxide, killing it instantly).

The estate is four kilometres from the city, so appropriating a vehicle might not be a bad idea. If they can't find one, they will have to walk.

Carmangay:

The planet iself is rather barren, being primarily desert; most of the lakes are in the southern hemisphere. The roads outside the city are little more than dirt tracks, which are often blown over by sandstorms.

The Estate:

Cawrben's estate is a huge, four-story mansion which sits on top of a low mesa. Past the post box a well groomed concrete drive leads up to the front entrance.

As they approach, a huge sparrow-like monster will flutter from the back of the mansion, and fly off twords the city (presumably to find a nice LARGE statue).

(Living Fossils adventure pp2)

The front doors are made of wood, which is exceedingly expensive on Carmangay. They will be greeted by Yvette, Cawrben's butler/bodyguard/love robot. She will ask if they are to deliver the message from the council. The players have the option to bluff her, knock her up, or whatever - its their option.

Cawrben, dressed in a white lab coat, will greet them in his study. At this point the SDC will dematerialize, and appear next to him. The cylander opens, and a message emanates from it.

"Dear Ratu Cawrben:

We are aware of your abhorrent, vile and terribly naughty experiments. They contravene every moral code of sentient life. Cease them as soon as you can please, or the CIA team which has delivered this message will have you knocked about and roughed up.

Have a nice day.

Sincerely, the Celestial Intervention Agency."

Unamused by this, Cawrben swipes the cylander from the table and advances on the players....

From here on in, its up to the PCS and GM to determine what happens.

Cast of Characters:

Ratu Jansee Cawrben -

Sex: Male   Race: Human   Profession: Mad Scientist class IV
STR IV   END III   DEX V   CHA IV   MNT VI   ITN II
AP:9
Skills:
Armed Combat, ranged pistols III
Administration III   Medical Sciences, all
VII
Earth Sciences, Geology VI   Physical Sciences,
Chemistry IV
Chemical engineering II   Political Science IV
Leadership II   History, Prehistoric
Carmangay V
Life Sciences, all VII   Triva, Monster
Unleashing VII
Verbal Interaction, Gloating VI

Appearance:
Height: Tall   Build: Average   Looks: Average
Apparent Age: Mature Adult   Actual Age: 38
Recognition Handle: Shock of light blonde hair; air of maniacal good humour.

Special Abilities: Virtual perfection in almost anything life sciences oriented, from organic chemsitry to planetary ecology to sexual positions. This is not just a person with a lot of high skill levels or incredible sexual stamina, this man is a Genius.

Similarily, Cawrben is an honest criminal. He is absolutely true to his word and keeps his promises. Cawrben's energy seems boundless; he is spry and wiry and constantly on the go.

Lastly, Cawrben has an eye for women (some rumours speculate other life forms as well). He will make a pass at any female player character with Good Looking or better looks.

Yvette -

Sex: Female   Race: Human   Profession: Valet/Bodyguard/prostitute
STR VI   END V   DEX IV   CHA III   MNT III   ITN V
AP: 8
Appearance:
Height: Average   Build: Average   Looks: Attractive
Apparent Age: Mature Adult   Actual Age: 27

Armed Combat, contact, Club V
, Foil V
, Poleaxe V
Armed Combat, ranged, Pistol V
, Rifle V
Unarmed Combat, Brawling V
Grappling V
Skills:
Technology, Communications systems IV
, Electronics IV
Triva, Profession IV
, Sexual VI

Andrea Somer -

Sex: Female   Race: Human   Profession: former student of Ratu Cawrben
STR IV   END IV   DEX IV   CHA V   MNT V   ITN IV
AP: 7
Appearance:
Height: Tall   Build: Average   Looks: Striking
Apparent Age: Young Adult   Actual Age: 23

Skills:
Life Sciences, all V
Medical Sciences, Cawrben's psychology IV
Social Sciences, Cawrben's history VI
Verbal Interaction, Negotiation/Diplomacy IV

Cawrben's Plot:

Cawrben has reanimated creatures from Carmangay's ancient past by careful genetic reconstruction from fossilised remains. With the genetic code, he was able to grow new, living, flesh and blood prehistoric animals.

Cawrben grew his monsters, then released them into the city. By the confusion and terror created, he hopes to force the Council Of Leaveit to surrender and hand over all power in the city to him.

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VII
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Chemistry IV
Chemical engineering II   Political Science IV
Leadership II   History, Prehistoric
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Unleashing VII
Verbal Interaction, Gloating VI

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, Rifle V
Unarmed Combat, Brawling V
Grappling V
Skills:
Technology, Communications systems IV
, Electronics IV
Triva, Profession IV
, Sexual VI

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TARDIS SUPPLEMENT

A Doctor Who Role Playing Game Supplement

Researched By Mark McMillan

Introduction:

Welcome to the Doctor Who Role Playing Game Supplement exclusively for TARDIS users (which are all of you). Although I designed this as a supplement for the DWRPG, everything you will find contained herin is factual and lifted from official Doctor Who folklore (namely televised stories, novels and non-fiction books on DW history). As a result this can be used as just the most comprehensive information on the TARDIS ever, and can be used for any DW fan for research purposes.

After months of pouring over fanzines, re-watching DW stories, and reading and writing I've finally put this thing together, and I hope you all enjoy it. Full credits are given to my main sources before I get into the bulk of the supplement. A special thank you to Dean Shewring for proof-reading the first draft and pointing out some of the more glaring errors.

Mark McMillan, researcher

Other Reference Sources:

Doctor Who: A Celebration *(By Peter Haining; W.H. Allen 1983)*
Enlightenment *(Doctor Who Information Network's newsletter)*
Doctor Who Monthly *(article called "TARDIS Console"*)*

** This article covered only the Troughton/Hartnell consoles, and made up the majority of our console section. Thanks to Michael Bamber for finding it for me.*

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Gallifrey's Time Machines:

TARDIS - Time And Relative Dimensions In Space, the name has become a trademark for the Time Lord race, cauing fear in most enemy races.

TARDISes were developed as research and study laboratories for the Time Lords of Gallifrey and it shows in their general make-up and organization, they were never intended for galivanting around the universe as the Doctor does!

TARDISes are not just machines, in later models (starting with Type 40s), they are a thinking entity, mentally linked with their owners. In some cases the behaviour of the TARDIS resembles the behavior of the owners.

TARDIS Exteriors:

Their original appearance, without the chameleon circuit engaged, is that of a large square metal cabinet with a sliding door on one face. TARDISes do have emergency exit doors which exit through a hidden door on the opposite surface as their normal entrance doors. In the Doctor's case, the door exits through the back of the police box.

The reason the interior of these TARDISes are bigger than the outside is because the interior of each TARDIS is actually located inside another dimension of space, and by stepping through the door of the TARDIS, you are actually stepping over a dimensional "bridge" and your actual existence is outside of time.

Air inside the TARDIS is filtered and processed from outside when the TARDIS is materialised *(Planet of the Daleks, 1973)* and it is possible for this supply to be blocked off. For this purpose three reserve oxygen tanks are mounted in alcoves in the console room, but it is up to the owner to keep the pressure up and keep them filled.

TARDIS Defense Systems:

Each TARDIS is covered by a force field (actually it is a series of several force fields covering different areas of the TARDIS (one on the door, etc) which can also detect when the machine is being attacked, in which case the TARDIS will dematerialise (HADS - Hostile Action Displacement Service) and then rematerialise when the danger has passed. TARDISes are indestructable. As well, the TARDIS posseses a special circuit that prohibits weapons or acts of violence being committed inside the TARDIS - in effect this creates a state of temporal tranquility. There has been trouble with this system leading to malfunctions in all models up to Type 42s.

Should anyone be inside the TARDIS there is a switch on the console which allows all systems to appear to be shut down, only to be reactived when the switch is turned back. Through this no person may fool with controls on the console.

The TARDIS Locks:

The lock of these TARDIS are more sophisticated with later models but in the case of the Type 40 *(which is of course the type owned by the Doctor)* the original locks are based on a 21 tumbler system run by a key. In the Doctor's case however he has modified this lock several times, from this tumbler system to a personally coded system until he arrived at the personal key system he uses presently. This key allows the TARDIS to be opened only by the Doctor himself, anyone else who wishes to get inside the TARDIS must have the key mentally coded to allow them entry, which the Doctor does as soon as he gets a new companion should they need to get in the TARDIS in an emergency.

Older TARDIS locks have the ability to resist being picked because when a foreign object is put inside the lock (foreign being something other than the proper key) a small electrical charge is conducted into the person attempting to pick the lock which causes the person's limb to become numb and non-functional for 106 + 2 hours. The numbness can also be subsided by a slight massaging of the affected limb (but you must hit the right muscles and so far I have only seen the Doctor use such a trick in *The Massacre, novel; pp 92, 141*).

In the Hartnell/Troughton era the lock had twenty wrong positions and one right one. The key in the wrong position causes the lock to melt. As well, if the doors are forced open the lock, which is linked to the Dimension Control, will cause the TARDIS to resume its "correct" size.

The Console Rooms:

Each TARDIS has two control rooms. The first control room which is used at all times, and a secondary control room which is used only in emergencies as it does not have all the features of the first control room.

Each console room is illuminated from what seems like no definitive spot. The walls of the first control room are white with illuminated roundels mounted in the walls. The walls of the secondary control room are wood-paneled with roundels (also wood-paneled) set into the walls.

Although several roundels can have their faces removed to reveal some of the intricate circuits of the TARDIS, there are also several alcoves in the walls of the first console room. Several things can be stored in these alcoves but standard equiptment consists of both a Line Path Indicator which will show relative positions of the TARDIS in flight and an Astral Map which gives three dimensional images of any star system.

Dominating these rooms is a six sided control console located in the middle of the room and a large scanner screen on the far wall (which the section wall will separate to reveal).

Control Consoles:

The control console is six sided with a moving time rotor in the center. It should be noted, however, that the secondary control room's console is smaller in diameter and it has no time rotor.

Each side of the console performs a different function. In the newer TARDISes the first side controls the dematerialisation circuits, the second controls the drive systems of the TARDIS, the third is the guidance controls, the fourth is the navigational read-outs, the fifth side is linked to the machine's computers via the telepathic link circuit and also contains the scanning and recording equiptment as well as the controls to the scanner on the opposite wall, the final side supervises the defense systems and protection of the machine.

The time rotor is far more complex than it looks. It first appears to be just an illuminated column in the center of the console but it is much more than that. It is an indicator of how the ship is running. When it is rising and falling then the TARDIS is in motion, and likewise when it is not that means the TARDIS is not in motion. Although some TARDISes do not have this, a column which is swivelling or moving in a direction other than up and down means that the TARDIS is collecting data from outside once it materialises.

We will cover the systems on the console starting with panel one which faces the large double doors and work around the console in a clockwise direction.

Panel One:

1. *Audio Unit:* See panel five, reference two.

2. *Indicator Lights:* The top row of three lights indicate the direction of travel trough time (the reference point being the point of departure into the vortex). The middle light works only in conjunction with the Stasis switch *(see #6)*. The two lower indicators work in conjunction with the Materialisation switch (numbers 5 & 7 respectively). Number five light means that the projection out of the Time Vortex at the desired point can be put into operation and number six light shows that the projection has been acomplished and that materialisation can begin.

3. *Course Acceptance Unit:* The left hand section of this unit is activated when the Memory Computer is ready to accept the binary location code. It is impossible to set a course without computer acceptance which is indicated by the right half of the unit. *(Note: travel in the TARDIS takes no time whatsoever as once you are inside the Vortex time in our sense ceases to exist, therefore you can re-enter our dimension at any time. However if co-ordinates are set before take off, the journey is instantaneous.)*

4. *Safety Precaution Switch:* This is an invention of the Doctor's and is activated as soon as the Materialization switch is used. It detects whether or not the proposed landing site is hazardous to the TARDIS (eg prevention of materialising in a rock or on the surface of a sun). However, the machine does not consider the safety of the occupants inside, only the TARDIS itsef (eg: If the TARDIS materialises in the flight path of a spaceship no damage would be done to the TARDIS although the occupants would surely have been injured).

5. *Materialisation Switch:* This switch is the primary control of landing procedure. It causes the disseminated molecules of the ship to re-assemble outside the Time Vortex. Should the SPS *(#4)* be activated it will wait until the danger has been averted.

6. *The Stasis Switch*: This control is operative for Time Travel only. Once the TARDIS is in the time stream it ceases to exist (there is no need to enter the vortex). In a nutshell, this switch allows axis to the time stream only and not to the space/time vortex. The journey is almost instantaneous as the journey is faster than light.

7. *Materialisation Switch*: This is the secondary and final landing control. Once all of the atoms have been delivered to the destination point *(#5)* then the atoms are re-assembled with this switch which also causes the gyrating sound when landing. There is also a *Molecular Stabiliser* to keep things inside the TARDIS relative.

8. *Auto-Log Indicator*: Shows that the flight is on automatic *(see panel 5, number 8)*.

9. *Navigational Control*: These switches, also called *Binary Selectors*, are a group of six two way switches that are used in conjunction with the co-ordinate programmer *(#10)*. Up position is zero and down is one digit.

10. *Co-Ordinate Programmer*: This is a bank of seven switches programmed which program courses into the Memory Computer. The binary digits from galactic zero are registered by the Navigational instruments *(#9)* and a normal digital reference of the Time Vortex is given on this set of seven controls. These combined two sets of figures are what the Memory Computer stores and a co-ordinate program can be recalled simply by applying a journey reference number through the Auto-Log controls.

Panel Two:

1. *The Audio Unit*: See panel five, number two.

2. *The Door Switch*: This control operates the massive entrance doors, which can only be over ridden by the use of the electronic key in the lock.

3. *Scanner Switch*: Activates the main scanner.

4. *Translator Switch*: These two switches send out sonic vibrations, the opposite of what they are outside. The practical upshot of this is that the Doctor can cancell out things like localised earthquakes, etc.

5. *Pause Control*: Once course settings have been computed this switch prevents the TARDIS from drifting back into the vortex, which it normally would do. With this control on, the Navigational code is automatically carried out constantly.

6. *Helmic Regulator*: This instrument can be compared to a steering wheel of a car in that it can be used to override the Navigational course. It basically steers the TARDIS through the vortex.

7. *Drift Compensators*: These circuits control minor fluctuations such as Time Eddies or random molecular disturbances which could cause the ship to fade away or drift off course.

Panel Three:

1. *Telescopic Microphone*: This unit is used for sending messages across interstellar space-time. It can also provide a telepathic link between two or more TARDISes when required.

2. *Audio Unit*: See panel five, number two.

3. *Voice Integrator*: This system analyses the main language of a planet (via the Memory Computers) and allows the passangers of the TARDIS to understand it by converting it into their native language. It works slightly in conjunction with the telepathic systems in a TARDIS.

4. *Visual Stabiliser Circuits*: This system controls the amount of light in the ship. It does so by governing the activities of particles of light (protons) thus providing the intensity of brightness.

5. *Emergency Switch*: By pulling this switch *(which was permanently installed after "Mind Robber" and used again in "Time Monster")* the Time Lord can pull the TARDIS out of reality, to a point of safety, and to return the occupants to normal time once necessary repairs and course corrections are made.

6. *Gyro Series and Dials*: This system keeps the TARDIS stable in flight. No further information available.

7. *Environment Governor*: Time, like most things, is succeptable to natural phenomenon such as time eddies, etc. Time Slips are a common occurance where two time streams cross and one might see something like a stagecoach coming up a modern highway. Many people call these things ghosts. This control prevents these things which would be dangerous in time travel.

8. *Linear Calculator*: Since light travels at various frequencies, time travellers might be blinded if the frequency on a different planet was different from theirs. By use of this and the telepathic circuits, travellers can see things in their proper perspective. Also, light can travel at faster speeds depending on how strong the gravity of a place is (for example a black hole - reading up on this theory may be worth while). This also compensates for speeds as well.

Panel Four:

1. *Telepathic Circuits*: Some uses of the telepathic circuits have already been mentioned previously, such as the Time Lord communicating to Gallifrey. This system also helps pick up distress signals.

2. *Audio Unit*: See Panel 5, reference 2.

3. *Power Resource Dials*: These dials are similar to those on panel 5, only in this case the left hand indicates the power consumption and reserves of a ship being tracked on the monitor

(see #4). The right hand dial compares stability of power between the TARDIS and the other ship. Also the compatibility is assessed. A TARDIS can absorb some power or transfer some to another ship.

4. *The Tracking Monitor:* The tracking monitor is a device capable of detecting and locking onto another space/time vessel travelling through the Vortex, or on the same track as the TARDIS. It can report the extent of the time curve and any time difference between the other machine. This means the Doctor can accurately tell where the other vessel will materialize and how long it will be in arriving after the TARDIS has landed.

5. *The Control Board:* These are the controls for operating the tracking moniter. There are two sets, one set for manual and the other for automatic. If automatic is used then all information is fed to the Memory Computer for analysis at a later date. It is also possible, if the power ratios are right, for the Doctor to take control of the other ship using the manual controls.

6. *The Time Sensor:* The Time Sensor controls the time setting of the ship. This is the exact point in time and space that the molecules of the TARDIS occupy. The Doctor once threated the Master with a Time Ram by adjusting his Time Sensor to exactly that of the Master's ship. The result should have been oblivion but instead they found themselves on the boundary of two universes (but this resulted ONLY because of Kronos).

7. *Oxygen Control:* This control is responsible for ensure correct atmosphere in the TARDIS, including humidity and temperature. The whole process is fully automatic and requires no attention. The dial on the panel is a combined barometer and thermometer and should anything go wrong, it will emit a high pitched intermittent warning. There are spare canisters of oxygen, mentioned in "*Gallifrey's Time Machines*".

Panel Five:

1. *The Dimension Scale Stabilizer:* This instrument is an automatic Time Frequency control. Its purpose is to prevent any fluctuation in he stability of the Fifth Dimensional Barrier Control *(see #6)*.

2. *The Audio Unit:* There is one of these units to each of the six panels. They give an audible reception from the outside of the ship or any normal space radio waves *(except across interstatial space/time; see panel 3)*. These units are reversable and can be used for transmitting to similar environments. Also they are linked to the voice integrator *(see panel 3)*.

3. *Materialization Indicator:* This is merely a light which glows, increasingly brighter, sixty seconds before landing is imminent, then flashes during materialisation. If all the relevant landing controls are not cancelled or the ship makes a "false stop" (ie on a moving vessel), then the light continues to flash and will also emit a synchronized buzzing.

4. *Radiation Detector:* A meter for measuring the level of radiation. It will automatically indicate levels in the immediate area surrounding the ship and upon adjustment is capable of measuring the radiation count on an entire planet. There is also a portable device of this nature in the ship.

5. *Power Response Dials:* Due to the immense power utilized by the TARDIS a very careful watch has to be maintained on the power levels when the ship is in use. The left hand dial indicates the power stability while the right hand monitors the build-up, consumption, reserves and impulse responses. It takes a Type 40 Mark I TARDIS such as the Doctor's eight minutes for a full power build up.

6. *Dimensional Scale Control:* This controls the interior size of the TARDIS by regulating the amount of distortion applied by the fifth dimension. It is fully adjustable. However, it is not unusual to find the inside of the ship slightly different now and again. This is caused by the effect of random dimensional feedback and although not wholly controllable it can be stabilized to a practical level *(see panel one)*.

7. *Twin Navigational Locks:* Once a course has been set either manually or from the Auto-Log *(see #8)* the settings may be lcoked by means of these controls. The left for manual, the other for automatic. There is a built in fail safe mechanism, an automatic over-ride cut out, should things go wrong. This situation would be indicated by a light and buzzer offset to the right of the controls.

8. *The Automatic Log:* As previously explained, these controls are tied in with the Memory Computer housed deep in the TARDIS. All data concerning the ship's journey can be recalled or used to guide the ship. On panel five there are two sets of switches. The left is for recollection of information (also additional data may be added here in conjunction with the Audio Unit, *see #2*). The right set is used to automatically direct the ship.

Panel Six:

1. *The Audio Unit:* See panel five, refernce two.

2. *Progress Lights:* These indicator lights show the five stages of dematerialization as they are completed. The sixth and final light is a warning lamp, with buzzer which cuts in if the wrong sequence occurs or one demat-stage is incomplete. The five dematerialization stages are: (a)Programming of the Navigational Instruments, (b) Computer Acceptance, (c)Power build up to required levels, (d)dissemination of TARDIS' molecules, (e)Projection into the time vortex.

3. *Booster Switches:* The most power consuming operation the TARDIS has to perform is dematerializing. To acomplish this the power levels must be at a maximum (as previously mentioned, there must be at least an eight minute power build up between journeys

to avoid depleting the ship's energy reserves and causing possible damage). The function of the Booster Switch (five in all) is to channel as much energy as is needed to the motors, for dematerializing does not require exactly identical amounts of power on each take off. Like a car needs more gas to start on a hill, so the TARDIS needs extra power to disseminate.

4. *Dematerialization Switch*: This switch, sometimes refered to as the master switch, is used at the correct moment during the demat sequence essential for a safe take off. Also the activation of this unit is what causes the molecular dissemination and gyrating noise of the ship.

5. *Gravity Control*: Although automatic, this control may be used manually to increase or decrease the ship's gravity. Normally if visiting a world of greater or lesser gravitational pull, this unit slowly adjusts, gradually equalizing the ship to its new environment. This helps the passengers get used to the effects. Normally they are not even aware that a change has taken place. Of course there is a limit as to how much adjustment can be made, the amount that the body can withstand.

6. *Attitude Control*: Again, this device is fully automatic in its function of keeping the TARDIS upright. Many times the Doctor has materialised in a precarious position causing the police box to be at an awkward angle. When this occurs the inside of the TARDIS will remain upright even if the police box is on its side. This can make things very difficult as regards to getting out of the ship. The installation of this device served a dual purpose. Firstly, from the safety point of view, it prevents people from crashing and spilling around the ship causing damage to it or themselves. Secondly, it makes the TARDIS virtually indestructable, for no matter how hard the exterior is abused, the inside can not be harmed. Unfortunatly the Doctor's Control has an intermittent fault causing some spectacular and hair raising moments.

Remote Systems:

There are several remote systems that can either be installed in a TARDIS, found in later models of TARDIS or are hand held devices.

TARDIS Recall Whistle: This device emits a signal on a set frequency and when blown into registers with the TARDIS' Computer. The TARDIS then returns to the owner of the whistle.

Fast Return Switch: This switch was first used by the Doctor in *The Edge of Destruction (1964)* and was used to try and return Barbara and Ian to Earth. A similar device could be installed to take the TARDIS to a set location in space/time and used when needed. Most Time Lords use the device to return them to Gallifrey at the point of departure.

Mark III Emergency Tranceiver: This device plugs into the console and is used to pick up and respond to distress signals.

The Isomorphic Problem:

"The controls of the TARDIS are isomorphic." *(Pyramids of Mars, 1975)*

Although this statement is not entirely true, it has been the subject of some debate and we will finally be able to clear up the problem here.

The above statement says that only the Doctor can operate the controls of the TARDIS, although we have seen several companions operate the controls of the TARDIS in *Doctor Who* (Adric in *The Visitation, 1982* or Tegan in *Four to Doomsday, 1982* for example).

The problem is fully explained in *The Two Doctors, 1985*. A Time Lord must physically "prime" a TARDIS before it can be used by non-Time Lords. In other words, the Doctor must willingly release it before others can use it. One can assume that this not need be done every time, once the Doctor has primed it for use by his companions, they can use it without his presence.

We know the TARDIS is in possession of telepathic circuits, and that the owner of a TARDIS is mentally linked with his machine. The upshot of this is that the controls become isomorphic, as well as the fact that the key also requires the Doctor to make a mental change to its structure before someone else can use it. And in the Doctor's case, the erratic behaviour of his machine is the result of the equally erratic behaviour of its owner. As a side note, Time Lords seem to have less problems with their regenerations if they take place inside their TARDISes.

Power Systems:

This system is made up of several parts, listed below:

Drive Systems: Energy from the power chambers is sent to the console to run the TARDIS.

Power Systems: Obvious. Includes a *Power Booster* for short, powerful emergency bursts of power when needed.

Back-Up Power Systems: Should a power failure occur, this system automatically comes on.

Fluid Links: These links are filled with mercury and are used to channel power through the TARDIS.

Main Logic Junction: The "brain" of the TARDIS, this is linked to all systems including the data banks, cloister bell (which alerts the owner to danger), chameleon circuit, etc.

The Many Rooms Of The TARDIS:

See the "Game Operations Manual" in the DWRPG basic game for information on how to arrange your TARDIS floorplan. The size of your TARDIS can vary as you wish, becuase the floorplan is programmed into your console. Below are some of the more common choices for rooms.

The Console Room and Secondary Console Room: Covered Above.

Bedrooms: Obvious. These are inhabited by the various companions when they travel with the Time Lord.

Food Room: This room contains tables and chairs to eat on as well as a food machine which can synthesise any type of food desired.

Dormitory: This room has many beds which swing down along the walls, and is designed to hold large numbers of people, unlike the bedrooms which hold only one person.

Zero Room: This room is designed to help Time Lords who are having torubles with their regenerations. This room is huge, and the roundels are also larger. There is a sense of utter peace and tranquility when you enter, as you are bathed in a pinkish-grey warm light and the smell of roses. It is perfect sterile environment as well, with even the gravity being only local. The room is designed to repair the nervous systems of Time Lords who need it during regenerations.

Wardrobe Room: This room is huge, larger than words can describe. It contains clothes for every known planet and every known time period to allow Time Lords to blend into surrounding environments. Naturally, the garments don't get too specific as to period and planet and many outfits can be worn to many locals, as specifics would take up even more room than already exists. The whole thing is organized so that what you need is easy to find *(the TARDIS read outs give you the section of the Wardrobe Room to go to to get your outfit when you materialise but only Romana used this feature)*, however in the Doctor's TARDIS any hint of this once being in some sort of organized fashion no longer exists.

Tool Rooms: These rooms are storage areas for tools and equiptment used by the Time Lords on their research missions.

Workshop: This huge laboratory can carry out most experiments needed when on research missions.

Storage Hold(s): There can be any number of these large rooms (which can be of various sizes) to hold anything the Time Lord desires.

Specimen Storage Area: This room can keep live specimens of animal or botanical nature alive in suspended animation until researchers return to Gallifrey for further examination. This is used only in the most necessary circumstances as Time Lord ethics forbid the kidnapping of intelligent life forms.

Greenhouse: Self-explanitory.

Swimming Pool: This room has a large, heated indoor swimming pool complete with changining area, slide, diving board, etc.

Power Room: This room holds the drive and power systems for the TARDIS. It is located deep inside the TARDIS.

Hospital Room: A place full of some of the most advanced medical equiptment available.

Internal Defense Control: A room where the main force field generators, etc are kept.

Observatory: This room is not mentioned in any DW lore, though it seems logical that a research and study lab would have one.

Gymnasium: Again, a logical room not mentioned by DW lore. How else would one keep fit?

Various Closets and Boot Closets: You'll never complain about closet space with the size of these.

MINI-ADVENTURE 09: NIGHTLIFE

Written By David Conners

Editor's Notes:

This is the first segment in *Time Meddlers'* "Quest for the Key to Time" series which shall be run in upcoming issues of *"Time Meddlers"*. In fact we shall probably not be presenting a series of six adventures based on the Key To Time, requiring Gamemasters to write their own. If anyone has any adventures to submit, please do so as soon as possible so we will be able to run them in sequence and be able to inform GMs if any more are coming. In any case, here is the first instalment, enjoy!

Opening Sequence:

The PCs shall be travelling in their TARDIS when, without warning, they will experience a power failure. The failures shall be periodic and sporadic, with power going out and then returning in short bursts. After a while the power failure will take over, causing all power to be non-existant. However, whereas the instruments register the power to be totally off, there will be a strange pale yellow light eminating from the roundels and from the doors, which are now opening of their own accord.

PCs looking out the doors, will see a barren rock desert landscape, light be a red sun in the sky. A huge wind will start (inside the TARDIS) which will force the PCs outside. Once outside they will notice that the TARDIS has disapeared and their is no wind out here. Off in the distance there is a small clearing (no rocks, just a flat sand patch) and in the center of the clearing is a small white figure sitting in some sort of wooden chair.

As the PCs go twords him (as their is no where else to go) they will probably recognise the figure as the white guardian. He will welcome them, saying that he has brought them here to help him recover the Key to Time as the forces of the universe are again in danger of being plunged into eternal chaos. *(Refer to "The Ribos Operation" for all details)*

As the PCs will have little choice but to accept the Guardian will return their TARDIS to them, give them a locator (and the usual warnings about the Black Guardian and his agents) and send them off on their way, informing them that they must hurry.

Required Reading:

Gamemasters are required to read "The Music Maker" *(Foe File #6)* in issue 5/6 of "Time Meddlers" for background on the character of Rondo. If you are unable to get a copy of the article, you must create a character profile based on this adventure.

Also recommended reading for this is "The Shistakek" *(Foe File #7)* in issue 7 of "Time Meddlers" for background on the Shistakek race. If this article is not available, refer to another mercinary race (possibly Ogrons).

Scenario:

PCs will find themselves near the small astroid of Elisa, in the Mectron galaxy, in the year 4032 ADel (Earth local time). The asteroid has been converted into a huge "night club" (for lack of a better word), a playground for bratty rich children of the era.

The advertising poster in front foyer (small spaceships are able to land on parts of the asteroid as well as hover around it (people arriving via transmat) advertises the hottest rock star of the decade (by the name of Kar) appearing tomorrow night. His legend has preceeded him, and this being his first long awaited tour, the place is expected to be jammed to capacity.

The PCs TARDIS has materialised on board Kar's personal spaceship which is orbiting a small planet near the Astroid. Once they step outside and start exploring, they will soon be arrested by Shistakek mercinaries who are employed by Kar. They will be taken to see Kar in his private quarters.

After which, they will probably be thrown in the prison cells, where they will meet an interplanetary investiagtor by the name of Borodino, who will fill the PCs in on Kar (aka Rondo) and how his music is hypnotic, and incites its listeners to follow Rondo.

The reason Rondo is here is because he is after control of the planets in this solar system of the Mectron galaxy (Mectron IV). Once he subverts their youth and causes chaos and anarchy, he will be able to take over the weakened planets. PCs must stop the concert and if possible, allow Borodino to arrest him and take him back for trial.

Ironically, the first segment of the Key to Time is Rondo's guitar which PCs must somehow obtain.

Elisa - "The place where dreams are made!":

Elisa is the hottest spot in the solar system for youth of all races, so popular in fact that Rondo (Kar) has chosen it as the spot where he is most likely to gain control over the most people.

Gamemasters should treat this place as a huge bar/nightclub and a bit of "Millyway's" atmosphere thrown in. Kar's show will be like attending a huge Pink Floyd concert only the special effects will be even more spectacular and the music will be extremely hypnotic, mesmerising the audience into submission.

Meeting With Kar:

When the PCs are escorted to greet Kar by the Shistakek (equipped with Tinglers), they will be taken to his recording studio which impressivly contains all the state of the art recording equiptment. Kar sits at a chair at one of the consoles, mixing his music for the show (ironically, Kar lip-synchs at his show! Only because every aspect of the show must be perfect, or the effect won't work - perhaps a factor PCs can exploit later on).

Kar will be wary of the strangers, suspecting them of being agents for some police force. After questioning and being fed up with them (as they will be pretty ignorant up to this point, not being able to get any information as yet) he will lock them up.

They will be locked up with Borodino who will tell them of his plan to arrest Rondo and that he has agents on Elisa who can help him ruin Rondo's show by causing a brief power failure which will allow him to go up and arrest him on stage before any trouble can be started. PCs and Borodino must escape from the cell and make their way to Elisa ahead of Rondo (TARDIS is the most obvious way).

Arrival on Elisa:

When the PCs and Borodino arrive at the entrance to Elisa (if its during the day, it will probably be closed except for the owner inside), they will contact Borodino's agent on Elisa, the owner of the club who will let them inside and tamper with Rondo's equiptment (which is guarded by 5 Shistakek which the PCs must somehow dispose of) which will ruin his show.

That night, when Kar arrives to play, the tampered equiptment will short out, Borodino will arrest Rondo and the PCs will be able to take the guitar as payment. Key segement number one is now in their possession and the PCs must move on....

Writer's Notes:

So concludes the first mini-adventure in the series. This is really just a basic outline and will probably require Gamemasters to flesh it out and make it playable. You may want to scrap the entire thing and write a better first adventure. Anyway you decide to do the quest, it is something that PCs should only do once - any more than once in their lifetime is unrealistic.

Gamaid #11: THE GREAT WRITER'S COP-OUT

Written By Mark McMillan

What I'm about to say will probably deter some writers from contributing to this fanzine but let me start off by saying that I always welcome submissions and these are only suggestions to help you, not discourage you.

That said, I would like to say that this article will attack that infamous line: "This adventure allows Gamemasters to tailor their adventures to their campaigns by finishing it off in their own style." or something to that effect.

Leaving an adventure, article or whatever unfinished is a cop-out meaning you have run out of inititive or creativness to finsih it. Leaving an adventure unfinished is just as unacceptable as leaving a short story or piece of artwork unfinished. If a Gamemaster wants to tailor his adventure to his/her individual campaign, they will do that anyway, whether the adventure is finsihed or not.

You must finish what you start, saying that you didn't finsih it because you want Gamemasters to flesh it out for themselves is a cop-out, nothing less.

Do You Want

FAME, FORTUNE AND FANDOM NOTERIETY !

No? Well, if you do or don't now is your chance. Canada's new Doctor Who Convention will take place in or around June of 1989 and that convention, due to be held in either St. Catherines or Niagra Falls (what other fanzine gives you DWRPG and all the latest convention news too?!), is going to have a Doctor Who Role Playing Gamesroom.

Where do you come in? The organizer of that gamesroom, Wilfred Fisher of the "Followers of Rassilon", needs an adventure to keep the masses entertained and engaged in role playing. And that, dear reader, is where you come in. Break out those pens and pencils, get your typewriter a new ribbon or fire up the word processor because he wants YOU to write it.

What are the stipulations you ask? The adventure must be something that can keep good number of people entertained for a good period of time (something along a "Five Doctors" vein where everyone has to complete a few tasks before reaching a "climax" at the end would be prefered but if you have a better idea, by all means use it!), the adventure must also be written clearly, concisely, and completely. The absolute final due date for all this? December 31, 1988.

Send all entries to the editor who will pass them along to the Gamesroom Organizer. The address is: Mark McMillan, 289 Simcoe Street, Prince Albert, Ontario, L0B 1P0 (Canada).

Regretfully, no submissions can be returned and all submissions become property of "Time Meddlers". Adventures not used will be published with author's permission. There is talk of making this a contest with prizes and all adventures submitted beforehand will qualify for any prizes. More details in future.

Extracted from 'Time Meddlers' Volume One, Number two, whole number two, November 1986. Voted best article of the year.

MINI-SUPPLEMENT #1: THE DOMINATORS AND QUARKS

Written By Zen Faulkes!

THE DOMINATORS

"They're a bloodthirstly lot, these Dominators, aren't they?" (The Doctor)

History:

Early in galactic history, the race that became the Dominators developed advanced technology - technology more than sufficient to launch them into deep space. A highly agressive and merciless race, they set out on waves of conquest from their home planet (the name of which is unknown at present). With their robotic Quarks serving as shock troops they quickly expanded their base of power over many less advanced planets. It was around this time that they took the name of the Dominators.

Their invasions continued, until they were by far the most powerful force in their home galaxy. They even refered to themselves as "The Masters of the Ten Galaxies" - a blatant overstatement, as they only had a few outposts and preliminary expiditions in nine of them.

But the Dominators made preperations to send war parties on major invasions of other galaxies - Mutter's Spiral amoung them. In doing so, they required slave labour for their home planets to free Quarks for missions of conquest. This was usually acomplished via a small expedition landing on the prospective planet, then evaluating the native race for suitability for slave labour. Should a world's populace prove to be unsuitable (as was decided for the planet Dulkis), the Dominators were more than willing to destroy the entire world, using it to refuel their fleet in the process. (Fortunately the Dominators Toba and Rago were thwarted on Dulkis by the Doctor)

The history if the Dominators after this attempt at pushing into other galaxies is sketchy. What IS known is that they did not suceed. It is more than likely that they encountered a superior fighting force or forces. Prime canditdates are the Sontarans (for love of personal combat, which Dominators dislike) or the Movellans (their knowledge of robotics was probably more than sufficient to put the Quarks out of action). This ended the Dominators' dreams of TRULY becoming "Masters of the Ten Galaxies".

Even so, it is almost impossible that the Dominators have been defeated as utterly as many would like to believe. No matter how severely they have been set back, the Dominators continue to pose a threat to almost any civilization less advanced than their own.

Physical Characteristics:

Superficially, Dominators look very much like large humans - VERY large humans. Dominators are tall, averaging just over 2.5 metres in height. They are also very strong and muscular, owing to the higher than normal gravity of their home world. In addition, the armour they wear is designe to make them appear even larger and more imposing than they already are.

Internally, however, their organ arrangement is radically different from humans. Like Gallifreyans, meebers of the Dominator race posess two hearts.

Lastly Dominators, all Dominators, by some evolutionary fluke, have green eyes.

Manner:

It is important to note that not all members of their race are called Dominators. "Dominator" is a title that is very much earned. A sucessful Dominator must carefully temper the natural agressiveness, callousness and ruthlessness of his race with hig intelligence, detachment, and pragmatism. Even so, Dominators often retain their instinctive tendancies tword destroying any obstacle on the slightest of pretests. In fact, Dominators ofte say that they only repect one thing - superior force.

This is, somewhat surprisingly, true. They are not foolish enough to engage in battle without a chance of victory (even if is an extremely thin one). Enemies which do not pose a threat a ignored or enslaved. Those which might pose a threat to the Dominators are avoided or, preferably, destroyed as quickly as possible.

While they are highly intelligent, Dominators are extremely literal-minded. They have little intuition and are completely unimaginative. Imagination is, in fact, the usual quality which distinguishes Dominator leaders from their subordinates.

In dealing with others, Dominators do not negotiate. They command and expect others to obey their commands. Defiance, especially from "inferior" aliens, is taken as a personal insult and is likely to provoke swift or violent retribution. Similarl failure in front of aliens or merely being contradicted, is considered humiliating.

Curiously, as belligerant as Dominators are, they prefer no to involve themselves in direct physical fighting. They do not carry personal weapons of any short and are unskilled in unarmed combat. Rather, they prefer to order about their Quarks for suc purposes.

Dominators are always acompanied by a large number of Quark The exact ratio is unknown but it seems to average about twelve Quarks to each Dominator. Two to four Quarks are usually in the Dominator's immediate presence. This fact has caused some Gallifreyan scientists to speculate that the Dominator race has developed some psycological need to be surrounded by robots. However, this remains speculation.

While teams of Dominators have been known to quarrel - ofte bitterly - amoungst themselves, this is the exception rather tha the rule. ordinarily such teams prefer to work together with ruthless efficiency, scientific detachment, and military precision.

Special Knowledge/Powers:

The most unique feature of Dominator technology is their discovery of a method to absorb and store large quantities of har radiation as a power source. This is done by landing on a prospective planet where the crust is thinnest. A series of bore

(Dominators supplement cont.)

holes are drilled into the core, either by Quarks or local slaves. Rockets are then launched down the holes to create a local volcanic eruption. This is followed by the implantation of a small atomic fission device, carefully placed to blow the planet to irradiated smithereens. The radiation released can then be harnessed by a waiting Dominator fleet.

While clever, this is not a terribly efficient energy source. Conserving power is a prime concern for any landing party. The use of Quarks for combat, drilling and so on uses up the available energy fleet.

Statistics (And GM Information):

Dominators wear two types of body armour. One (treat as leader) covers all the body except the head and hands. The second, worn over the first as a sort of a vest, protects the front torso, upperback, shoulders, and rises to the neck and back of the head (treat this as mail armour).

Dominators do not carry personal weapons, but will always be acompanied by at least six Quarks. The more common ratio is about 20 Quarks per Dominator.

Dominators will undergo great stress when their Quarks are not present. Reduce all skills by one level for each 48 hour period when their Quarks are not present, down to level II.

Name: DOMINATOR FLEET LEADER

STR: V END: VI DEX: IV CHA: V MNT: VI
ITN: IV
AP:7

Skills:
Unarmed combat, Grappling: III
V
Administration: IV
Climbing: III
V
Engineering, any 2: IV
three(technology): III
Leadership: V
V
Military Science, all: VI
Negotiation/Diplomacy: IV
Physical Science, any 2: V
VII
Social Science, any 2: IV

Space Sciences, all:
Astronautics: V
Force field systems:
Any other
Spacecraft Operation:
Ordering/Bullying:

Name: DOMINATOR (Solider)

STR: VI END: VI DEX: V CHA: IV MNT:VI
ITN: II
AP:10

Skills:
Unarmed Combat, Grappling: III
Climbing: IV
Construction: V
IV
Geology: VI
One other earth science: III
Engineering, any 3: IV
Leadership: III
(technology): III
General Medicine (Human): III
Psycology: III
Ordinance Construction/Repair: IV

Small unit tactics: V
Physics: V
One other physical science

Space Sciences, any 2: V
Astronautics: V
Force field systems: V
Any other three

Spacecraft Operation: IV
Interrogation: V
Ordering/Bullying: VI

*****

THE QUARKS

"They're not much guid without thare Quarks, are they?" (Jamie McCrimmon)

Physical Characteristics:

In contrast to their masters, Quarks are quite short: about 1.5 metres. They have two squat legs, a rectangular body, and tw built-in "arms" which fold in flush with the body when not in use. The arms are equipped with computer hook-ups and some sensors, ultrasound weapons and molecular force units. This is topped of by a spherical head with several spikes projecting from it. Although the back of the head looks the same as the front, Quarks can only see in the direction their "arms" are facing. Quarks' sight borders on tunnel vision.

Quarks constantly emit a high pitched, oscillating sound. They speak in a similar voice, described variously as sounding like a lunatick's giggle or a computer's imitation of a small child.

Manner:

Quarks are incapable of almost any independant action; they will unquestioningly obey the orders of the Dominators. If the situation is changed so that the original order is no longer valid, they will remain inactive, only requesting new orders fro their leaders.

If they recieve conflicting orders the Quarks will merely defer to the senior Dominator.

Special Knowledge/Powers:

In addition to their weaponry, the Quarks are equipped with molecular force units - a form of directional force field. Molecular force can be used to bind one object, person, etcetera to another - a wall for example. This process rapidly expends energy and the range is limited. Quarks however do not have any other means of manipulating objects.

(Dominators supplement cont.)

Statistics (and GM Data):

The maximum effective range of Quarks' molecular force units is 4.5 metres, and they will operate for 2D6 minutes before re-charging if necessary. Quarks' sonic rifles will function for 1d6 minutes in full combat situations and another 1d3 minutes at reduced power. At these lesser levels, take 2d6 off the amount of damage given.

The skill level in Small unit tactics refers only to the Quarks' operation when they have simple been comanded to seek and destroy an enemy. When they are given more specific orders they assume the skill level of the person they are recieving the orders from.

Use STR of level VII in judging the use of molecular force.

Name: QUARK

STR: II END: VII DEX: III CHA: I MNT: I
INT: I
AP:6

Armed combat, ranged:
Sonic distruptor rifle: V
Molecular force units: VI
Small unit tactics: III (Independant Operation)

The following is excerpted from "Time Meddlers" volume one, number three, whole number three; Spring 1987

THE QUIRKS OF QUARKS

Written By Zen Faulkes!

Last time I brought you a supplement on the Dominators and their robotic servants, the Quarks. I've made a few additions to that since then, mainly on determining Quark damage and such.

First of all, the understanding, jamming or repairing molecular force units require a skill roll in Force Field Technology versus a level VI difficulty base.

A hit made to the head of a Quark does addditional 2d6 damage, if it succeeds in breaking the armour. The head, however, stops 1d6 damage points. Quarks' bodies, being metal have an armour value of 3d6.

If a Quark's MAX OP END falls below 12, or the Quark takes 30 or more points of damage at once, it may undergo a systems failure. Roll 2d6 on the table below to determine the nature of the malfunction.

Die	System Affected
2	Quark system destroyed outright
3	Sonic Disruptor rifles
4	Sensors
5	Computer System
6	Communications
7	No failure
8	1d6 permanent armour damage
9	Mobility
10	Molecular force units
11	Power link with ship
12	Reroll twice and apply both

Destroyed: The destruction of a Quark will be relayed to t Dominator ship, where an alarm will sound, indicating the fact.

Sensor: The Quark is, in effect, "blinded".

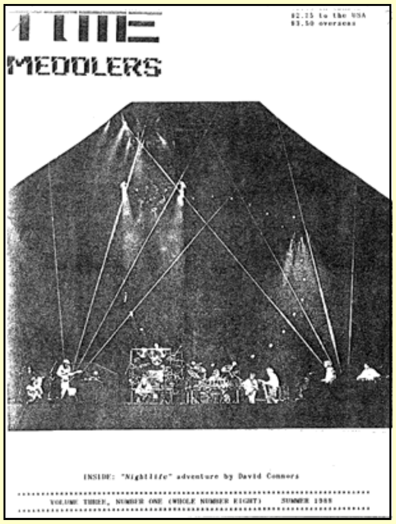
Computer System: Reduce AP by one for each failure of the system.

Armour Damage: Roll 1d6. From now on, the armour of the Quark will stop that many fewer points of damage. *For example,* armour damage roll of four to the head would give the head a new armour value of 1d6-4.

Power Link: The Quark can not re-charge. It will function for 4d6 minutes provided it is not using weapons or molecular force. If either is used, the Quark will operate fpr these tim 2d6 minutes if molecular force is being used, and 1d6 minutes i full combat with ultrasound rifles (see last article).

So much for the Quarks. That's the last you'll be hearing them from me. Really!!

OVERVIEW OF TIME MEDDLERS ISSUE #8 (VOLUME 3, NUMBER 1) - SUMMER 1988



TIME MEDDLERS

$2.75 to the USA
$3.50 overseas

INSIDE: "Nightlife" adventure by David Connors

VOLUME THREE, NUMBER ONE (WHOLE NUMBER EIGHT) SUMMER 1988

● This seventh issue is labeled as "Volume Three, Number One (Whole Number Eight)" and "Summer 1988". The inside identifies this as the 'Second Anniversary Issue."

● The cover features artwork of a rock concern complete with a laser light show which is meant to represent the adventure module "Nightlife" inside.

● Cost of the Issue #8 was $2.50 (Canadian) in Canada, $2.75 (Canadian) to USA, and $3.50 (Canadian) overseas.

● Mark McMillan announces in his "Editor's Notes" that the following issue is expected to be the last issue of the *Time Meddlers*. His notes also establish that this is the seventh issue (though due to Issue #5/6 being a double issue it is labeled #8) .

● "Min-Adventure #7: Living Fossils" is co-written by the fanzine's three largest contributors: Zen Faulkes!, Michael Dawber and Mark McMillan. It is a short and lighthearted adventure that has the villain creating genetic life forms of long dead species to terrorize the city so that he may gain power.

● Mark McMillan reviews a new spin-off series called *Time Meddlers Periodicals*. These are meant to consist of full length adventure modules. The first covered in Zen Faulkes *Sands of Destruction* which he recommends. He also reviews Zen Faulkes other *Doctor Who* RPG fanzine called *Travelogue* though he rates it poorly as the first issue covers the Cybermen which FASA already did a supplement for.

● The issues features an in-depth "TARDIS Supplement". This is the heart of this issue and it is obvious that McMillan did a lot of work on putting forward his ideas of how the Gallifreyan time machines work and what they have inside them. The article goes into so much detail that individual switches and devices on each panel of a TARDIS console are covered. How this is supposed to be used in the course of a role-playing game is a minor issue compared to the effort it took to put the write-up together. Ideas for room types are included as well as a look at defense systems, TARDIS exteriors, and console rooms.

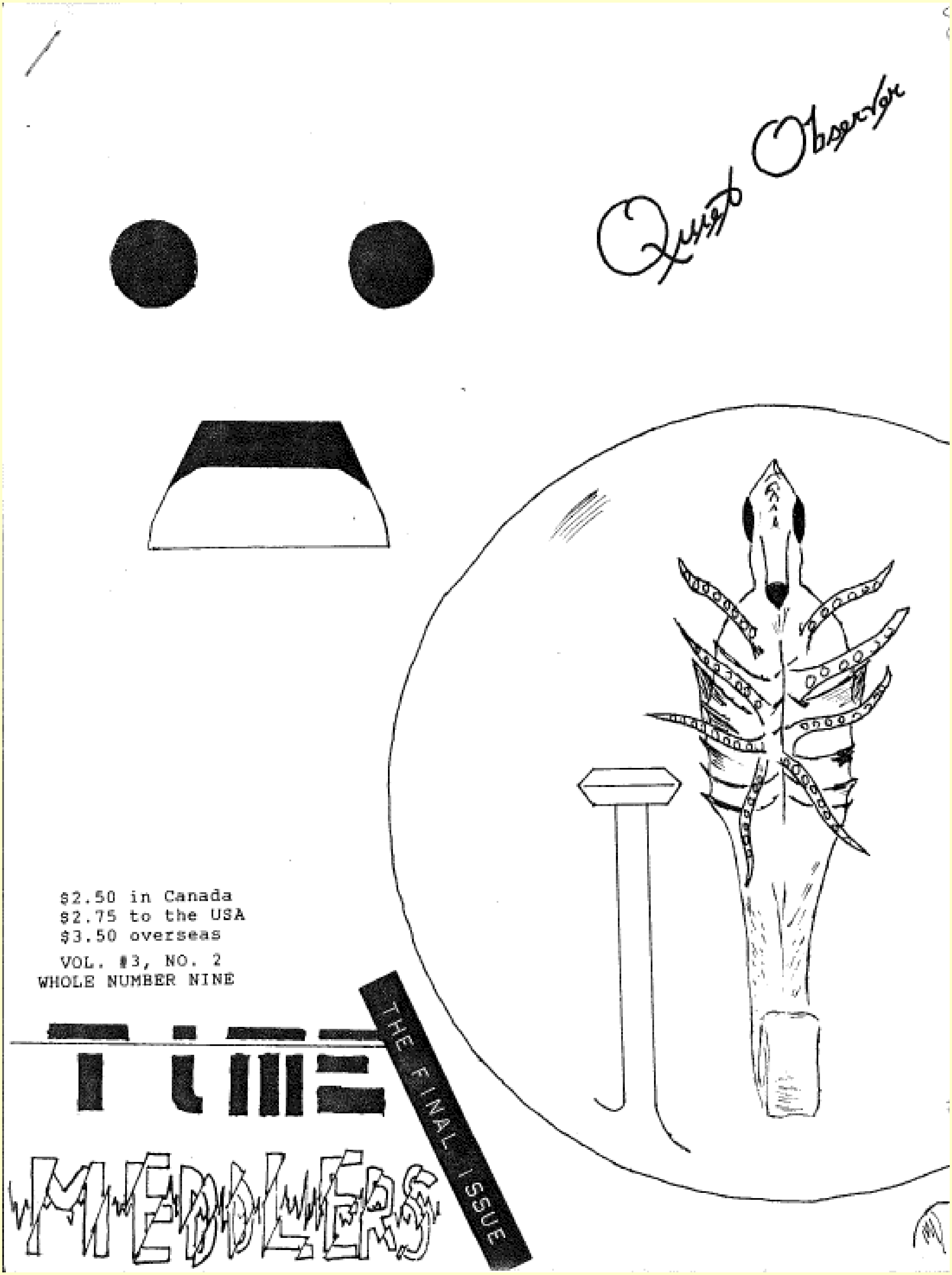
● "Min-Adventure #8: Nightlife" is written by David Connors. It is meant to be the first module in a campaign arc that is a search for the Key to Time. In many ways this is a disappointment as up front the reader is told that there or no other parts to this arc and if they want to develop the story they must do so themselves. Characters find themselves at a Pink Floyd-like concert environment at a night club where the villain wishes to take over the minds of the youth who have come to enjoy the concert and party. The adventure uses the Music Maker villain from *Time Meddlers* #5/6, and also included the Shistakek from issue #7. The first segment of the Key to Time to find is actually a guitar.

● Mark McMillan announces he is helping run the game room for Canada's new (and unnamed) Doctor Who convention and is looking for adventures that can be run at the event.

● Mark McMillan has a short article complaining about writers who leave endings to adventure modules open with wording such as "this adventure allows Gamemasters to tailor their adventures to their campaigns by finishing it in their own style". His complaint is not the flexibility of how games might be finished, but writers who do not put in the effort to present a reasonable solution to a presented adventure. It is a problem that remains to this day in both amateur and commercial adventure seeds and modules.

● "Mini-Supplement #1: The Dominators and Quarks" gets reprinted from Issue #2.

SUMMARY: The seventh issue is Mark McMillan's personal tour de force. Knowing that he will soon end his publication of *Time Meddlers* he presents us with perhaps his best work with the TARDIS supplement. The other elements of the issue suffer a bit as some of the ideas seem a little less developed and in need of some work. None the less, *Time Meddlers* maintains its worthwhile style and presents new ideas for players to use.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VOL. #3, NO. 2
WHOLE NUMBER NINE

TIME MEDDLERS

TIME MEDDLERS ISSUE #9 - PAGE 1 (COVER) - PAGE 2 WAS BLANK

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TIME MEDDLERS : THE DOCTOR WHO ROLE PLAYING GAME FANZINE *
****
VOLUME THREE, NUMBER TWO (WHOLE NUMBER NINE) FALL 1988

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Artwork: pages 1, 9` & 17 by Michael Dawber

PRODUCTION CREDITS

FOUNDERS: M. McMillan/ S. Dieter
EDITOR: Mark McMillan DISTRIBUTOR: Zen Faulkes!

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EDITOR'S DESK

Welcome one and all to probably the last issue of Time Meddlers, the DWRPG fanzine. I have had enormus fun editing the 'zine but the time has come for me to say goodbye and thank you to all who have contributed to or bought this fanzine through its three year existance. I'll probably turn to starting up another fanzine sometime in future but it won't be solely DWRPG oriented, and it won't be for quite a while.

I am, however putting out a "collection" issue. The reason? No, I don't want your money. The reason is that after a few months all issues of *Time Meddlers* will go out of print. I'm putting the best into a collection which I shall be giving to three people: Michael Dawber, Steven Dieter, and Zen Faulkes. We four shall sell this copy to whomever wants one, so that TM shall not vanish from the face of the Earth completely. This issue will never go out of print, and Zen Faulkes will be the only one actively selling it as he is the distributor. So when nine issues of TM become fanzine collector's items, there will be one excellent issue out there as an example. This, again, shall not appear for some time.

So again, this final issue of TM (unless someone wants to write me and take up the editorship) says goodbye and thank you - I think we've done alot for DWRPG gaming.

Mark McMillan, editor

** JUST RELEASED **

Time Meddlers Periodicals has just released the second and third issues of *Travelogue*. Each is available (as is issue one) at the price of $2.25 inside Canada. Write to Zen Faulkes for more details. His address is: Zen Faulkes!, Apt. 10A, 175 Columbia Blvd., Lethbridge, Alberta, T1K 4B7 (Canada).

COMING SOON:

A new combination DWRPG/DW fanzine edited by Mark McMillan, watch the classified ads in ENLIGHTENMENT for future information.

MINI-ADVENTURE: QUIET OBSERVER

Written By Michael Dawber

Background:

Iota Gruis is an unremarkable yellow star in the Wild Duck Cluster, several thousand light years away from Earth. Its fourth planet is a world rich in rare metals, which an overcrowded and starving Earth desperately needs. In the year 4845, a Terran colonization force landed on Iota Gruis IV, with the intent to thoroughly exlpore and map the surface.

However, not long after they arrived, a strange plague began to spread throughout the humans. Its origin was unknown but it began to rapidly kill the population. Unknown to them, the Cybermen were also planning to exploit Iota Gruis IV, just another conquest in their long wars against mankind.

Below the ocean's surface, the Dolsa had different ideas.....

Objectives:

The players must prevent the Dolsa from destroying the human settlement with their nuclear weapons.

EPISODE ONE - ARRIVAL:

The players' TARDIS will arrive on a planet identified as Iota Gruis IV, a large world of oceans. The Time Calculator reads 4845 and the atmosphere is a healthy mix of oxygen and nitrogen. The radiation count is actually lower than Earth's, but the gravity is a shade higher. On the scanner, the players can see a rugged ocean shore, stretching west and southwest away from them. Behind them, a jagged line of mountains rise from the surface. The sky is a cloudless dazzling blue (eye protection will be needed), and the air is tropically warm.

Several kilometres away, the players can see a large settlement. it is composed of a large number of boxy buildings. A level V Galactic history roll will tell the Time Lord that they are of Terran origin, probably twords the 50th century. There are no other signs of habitation visible.

Walking to the base is a long haul; it is almost three kilometres away from the TARDIS, across great deal of undulating, stony landscape. The buildings all look very new, and are set out in a very ordered pattern, probably pre-planned. A square landing pad is spread out behind the village, but there are no vessels on it.

As they approach the settlement, they will suddenly be ambushed by three humans in a small hollow. There is one woman and two men, the woman obviously being of a higher rank. All three are armed with heavy laser pistols, and all are dressed in reflective jumpsuits and wearing polarized goggles.

"Halt, you skaj!" she howls. If any of the players make moves to escape, she will stun them. The two men will move to frisk the players for weapons or pieces of equiptment, which they will pocket. "Come on," she will say crisply, leading the way back to the settlement. "The commander will take care of them." One of the men will chuckle, and shove the players ahead.

The village is not large. It consits of about twenty-five o the square buildings, each of which sports about three stories. As the players and the humans approach, they will see many people in the streets; all are similarily dressed, and all seem muscular Each person is also armed with a laser pistol. Most of the buildings have large windows, apparently to take advantage of all natural light. Large generator cables run from a red building, obviously providing power to this town.

As the PCs walk through the settlement, many of the people will look at the players with surprise or anger. The woman will lead them twords the tallest building in the town, a twenty-five storey black building. The players will be roughly taken inside and escorted into a lift to the top level.

The players will be taken into a spartan office, which is dominated by a rectangular metal desk. The two men will stand guard by the door, while the woman moves over to the side of the desk, facing them. Sitting at the desk is a white-haired woman i her fifties, stoutly built and very hard in appearance.

"Who are these people, Leftenant Ramilies?" she will ask crisply, pushing away a jointed computer monitor in front of her. "The saboteurs, Commander," Ramilies will reply. The commander will look at the players coldly. "Do you have any explanation to offer for yourselves?" she will ask. The players can try to bluf their way out of the situation, but the Commander is not receptiv to humour at this particular moment. She will become quite angry if the PCs do not fully co-operate.

"You are responsible for spreading the plague amoung our people, resulting in thirty seven casualties out of ninety-four personnel, correct?" The players will, of course, deny. "I advise you to tell me the absolute truth. As mission commander i a hostile sector, I have the authority to execute anyone with jus provocation. You are unregistered personnel on a quarantined colony planet; can you tell me why I shouldn't dispose of you now?"

Before they can reply, another guard will burst in the door. "Commander!" she will gasp. "Another casualty! Doctor Perkins!" The Commander will regard the PCs icily. "Dispose of them!" she will snap. Leftenant Ramilies will draw out her laser and shoot the PCs directly....

EPISODE TWO - CYBERMAT:

Some time later, the players will recover in a darkened roo It is only about ten metres square, and the players are very cramped. A single shaft of natural light penetrates from the ceiling. The air is dank and stale, and the temperature is quit warm. The players will find they have been searched thouroughly and roughly; all will have bruises and disheveled clothing. The room is a featureless cube, with a tiny barred window giving out onto a darkened passage.

As they come around, they will hear someone approach the door. He is a man in his early twenties, with longish blonde ha and a aqualine nose. "Are you alright?" he will ask. "The guard tossed you about pretty violently." He will look up and down th corridor, and then open the door. He has a tray with a plastic cylander of water and one grey tablet for each of the players. will walk a ways into the cell and gently set the tray down on t floor.

"Only vit tablets, I'm afraid. I hate them myself." He vi straighten up. "Did you really kill all our people?" he will as "I keep hearing reports about silver worms, but no one takes the seriously." He will not be able to elucidate further, and will take his leave. "By the way, " he will add, "my name's Halfcree, Wyet Halfcree." He will close the door and walk away.

The tablets he left taste like ash, and are apparently some form of concentrated vitamin mix. The water is warm, and tastes as if it has been recycled.

As the players take them, they will hear a faint rustling at the door. A metallic scuttling sound will pass back and forth, and then a scraping sound up the door. A few seconds later, a pointed metallic snout will pop up above the level of the window.

A Cybermat.

The metallic creature will slither in between the bars of the window and drop to the floor. It will then begin to home in on the nearest player, s/he will immediately fall unconcious. The Cybermat will then proceed to the next nearest player.

About a minute later, Wyet will reapear at the door again. He will cry out, fling the door open, and shoot the creature with his laser pistol. He will continue to fire until the creature is dead.

More base personnel will come running soon after. Any of the players who have been bitten immediately begin to show signs of an intense fever, with bright red lines radiating out from the area of the Cybermat's bite.

The Commander will appear at the cell door, and look with amazement at the Cybermat. "So, its true," she wispers. "Is it possible they smuggled the device in with them?" One of the guards will shake his head. "Halfcree, did you see them with it?" Halfcree will come to the players' defence, and state categorically that it was attacking them. This will be obvious if any of the players have been bitten.

"What do you know about this thing?" she will ask the Time Lord. A level II Galactic History roll will them that it is a Cybermat, and that an operating Cyberman cannot be far away.

As the PCs explain, an explosion will be heard from the western edge of the settlement. The whine of the descending vessels will fill the air and loud laser fire will begin.

"Everyone to the landing pad!" the Commander will scream. "Give them weapons!" she will snap, pointing to the players. They will each be given a laser pistol, and be carried along by the guards twords the landing area.

They will, however, soon be left alone, as the humans run twords the area. There are five ships in the general vicinity of the landing pad, which are obviously Cyber battlecruisers. The silver forms of Cybermen can be seen descending from the airlocks as the humans try and pick them off.

Wyet Halfcree will run up beside them, breathless and explain that the Cybermen have destroyed the generator, without which they are unable to recharge their lasers or call for help to another planet. They are now totally cut off.

EPISODE THREE - INVASION:

As the players react to this news, a voice will shout "Do not move!" behind them. Turning, they will find a squad of Cybermen; another two ships had landed on the eastern side o the settlement. Wyet will instincively reach for his blaster, only to be shot by a Cyberman. The Cyberleader, distinguished by his black headgear, will warn the others players to throw down their weapons. They are to be taken back to the "base" and coverted to Cybermen. The players' weapons will be destroyed, an they themselves will be hearded back to the landing pad.

The players will see that many of the humans are already dead. The Cyberleader will avoid areas of intense combat and lea the PCs up into one of the Cyberships.

The players will be lead through a short series of blank corridors to a pair of large doors, through which they will be shoved. Beyond, there is a room about 10 metres square, which is obviously some kind of holding area, Other than a second door at the far end of the room, it is bare, save for some faint lighting

A few minutes later, several more humans will be dragged in, all of whom have some injuries. One of them, a young woman, will run to Wyet as soon as she sees him. She will say that she is Aurren Roys, a good friend of Wyet's. The two will begin to talk but they will be interrupted.

The second door will snap open, revealing three more Cybermen. One of them will command all of the humans to move through the door; if any resist, they will all be destroyed. As they move through the door, more humans will be pushed through th first door. One will cry out for help, but will be struck by one of the Cybermen at the door, killing him instantly.

The other door gives onto a well-lit, short passage, leading directly to a single door. Beyond is the bridge of the Cybership It is quite large, with a central square arrangement of consoles. A large scanner screen fills an entire far wall, which shows a view of the carnage going on outside. There are about a dozen Cybermen in the room, including one huge one that is facing the screen. It will turn as the PCs enter.

Its the Cybercontroller.

The huge figure will move over to the players. It will look briefly at each one, but longer at the Time Lord. It will commen that s/he has the bearing of a superior being, but will move on. When it has finished this it will turn away from them, and ask i any of them have any knowledge of this unusual object. The scre will show a picture of the TARDIS in whatever shape its chameleo circuit has taken. It will say that the Cybermen's scanners detected some kind of dimensional anomaly within it, but not the exact nature of it. It will command the players to tell it what it is.

If the Time LOrd reveals that it is a TARDIS, the Cybercontroller will be very interested. If s/he feigns ignorance, the Cybercontroller will command that two of the Cybermen take hold of the Time Lord's arms. The Cybercontroller will demand to know what it is, or the Cybermen will remove his/her arms. The player may be able to resist for a short time but within a few seconds the pain will be so intense that s/he will be forced to tell the truth.

Once the truth is revealed, the Cybercontroller will order three of the Cybermen to accompany the Time Lord and his/her companions to the TARDIS and capture it. The rest of the humans including Wyet and Aurren, will be taken away and converted into Cybermen. If the Time Lord does not obey, each of his/her companions will be slowly destroyed. No argument will convince the Cybercontroller to allow any of the other humans to come wit them; they will have to stay behind.

The humans will be hearded back twords the TARDIS. As they pass through the settlement, they will see that most of the humans are dead or captured. They will, however, still hear gunfire in several areas.

The group will walk past the hollow where they were ambushed and over the rough terrain back to the TARDIS. However, before they get there, another sound will become audible above them. Incredibly, a sphere of transparent plastic is descending from above them, covered in a sheen of water. It has a large propellor, and is almost ten metres in diametre. The front section has what appears to be a sea horse at the control panel, navigating the airship down twords the players. It will fly overhead, and land some short distance away, allowing the PCs to escape from the Cybermen to it.

Once they reach it, the Dolsa will gracefully motion them to enter the globe; a rectangular doorway opens in the side. The creature is about three metres high, and is light green in colour. Its face has a tube-like mouth and large, unblinking green eyes, which give it a look of perpetual surprise. It has eight 1m long tentacles growing from its chest, five of which are occupied operating the console. The players can see that the globe is partitioned into two sections, the forward one contaimign water, the latter the engine to counter balance the weight.

The sounds of gunfire will begin to move closer to them; the players are well advised to get aboard. Wyet, although barely concious, will stumble aboard them. The globe will then rise quietly into the air and turn tword the sea. Inside, the air is moist and humid, and the sound of the motor is blunted by another plastic barrier.

The sphere will glide smoothly over the water, and then dive below the surface.

EPISODE FOUR - DOLSA, BENEATH THE WAVES:

The propellor will swing around behind the globe, and propel it underwater. The ocean is a deep green in color and large, mysterious sea creatures calmly observe the ship as it moves by.

The trip continues for some time. The pressure of the water does not seem to affect them, despite the fact that they are diving deeper and deeper into the ocean. Eventually, the light is reduced to a faint green glow, by which the players can barely see.

The globe continues its journey for some time furthur, leaving the players stranded in cold blackness. Quite suddenly, after mounting a high ridge, a beacon of light will become visible.

Below them, a majestic city stretches in a perfect "plus" shape. Delicate buildings of multi-coloured coral line wide avenues, all lit by small green lights. The whole must measure at least a kilometre by length and bredth, the lights creating a bright green halo about the whole.

The globe will sail into the city, towrds a huge spiral tower of orange caral. Other such globes can be seen in the water, as well as many more Dolsa creatures. The globe will settle into a circular gap in the tower, and finally stop. The Dolsa will turn to the players, and direct them to step out.

Outside the globe, another such plastic sphere waits. It contains eight underwater suits, each hung on a seperate rack. The Dolsa will motion them to enter and obviously don the suits. Once on, the Dolsa will motion them to step out of the buble. The suits work perfectly and are of excellent craftsmanship.

"Honoured greetings," he will say; the suits obviously conta a translation device. The voice is sibillant, but clear. They can see the Dolsa's tube-like mouth twitch at the edges as it speaks. "I hope the suits are adequate; we have worked extensively on the design." A second Dolsa will come over to them, and pick up Wyet, who seems to have fallen unconcious. "Your friend will be given such medical aid as we can afford him the first Dolsa will reassure them.

The Dolsa will swim through an internal doorway and enter t corridors of the tower. The walls are indeed entirely of orange coral, into which tiny green lights have been set. The halls travel around the tower in circle, rising slowly up the perimete of the tower. The Dolsa will lead them up several levels, until they arrive at a gold rimmed doorway.

"Wait here, please," he will say and enter. The players ca see a single Dolsa on guard outside the doorway; she is carrying large laser pistol, and a beautifully-crafted sword. The other Dolsa will return to the corridor, and tell the PCs to go in.

Inside, an Dolsa floats at a magnificent desk of volcanic glass, which has a lit computer terminal atop it. The Dolsa is slightly smaller than the pother ones, and wears a large, mauve shell around its neck on a gold chain. It will look up with tha perpetual look of surprise the Dolsa have.

"Ah, honoured greetings, fellow beings," it will say amicably, switching off her computer. "Welcome to our city. I the Prime Minister. Please be seated." The first Dolakahs has moved chairs over behind the players, which are also intracately carved.

"I hope you have found our city pleasing," she will say. " have made special preperations for the day when other beings wou visit our world. The lights, the suits, even these chairs were all part of our plan." She will allow the players to babble on for a while, and try and answer any of their questions. Eventually, she will say. "Now, perhaps you can explain to us wh is happening on the surface. We have been monitoring the surfac creatures for some time, as well as the other beings from Beyond-The-Surface. We detected your presence as something ali someone new to the situation, and brought you here as, we hoped, an impartial observer."

She will wait until the players have exhausted their explainations. "I see," she will say crisply. "We suspected a much but it is always difficult to predict the behaviour of the Not-Water People. They are so different." She will move away from her desk, and face the PCs. "We had previously decided th if these creatures continued with their petty actions, we would have to take action against them. We are loathe to do so, but must protect our world." She will pause. "We have decided tha the only way to solve the problem is to utilize our nuclear weapons, and destroy them."

EPISODE FIVE - MENACE OF ATOMIGEDDON:

The Pcs are obviously in a very difficult situation. They have no way of telling what has happened to the humans on the surface; they may have defeated the Cybermen, or they may all h been taken prisoner. Despite that, a nuclear explosion will damage the atmosphere and possibly even affect the Oolsa themselves. It is up to the players what they do in this situation. They can try to talk the Oolsa out of using their weapons; or the PCs can try to solve the problem themselves. They can let the Oolsa use the weapons, but as GM, try and talk them out of it.

If they try and talk the Oolsa out of it, they will need a very good argument. Make two Negotiation/Diplomacy rolls at Level VI, and require the PCs to give a good reason to the Oolsa why they shouldn't use nuclear weapons. If they succeed, the Oolsa Prime Minister will recant, but suggest number 3, ie that the PCs go and try to solve the problem themselves, with the same conditions. If they fail, see episode six.

If they want to try and solve the problem themselves, the PM will agree to let the PCs try. She will give them one hour, local time (about 40 minutes) to do something.

The PCs will know gold is the Cybermen's only weakness. If they mention it to the Prime Minister, she will say that gold is a commonly used element in their society, and that large quantities of it can be easily obtained. The players can use it in dust form to rapidly dispose of the Cybermen.

There is no guarentee that destroying the Cybermen that are present will prevent them returning. The Prime Minister says, "If they return to our world we shall deal with them in the only way open to us."

The first Oolsa will lead them back to the flight deck. When they arrive there, they will find Wyet present, waiting for them. The Oolsa have, apparently, managed some small treatment of his wound; the pain at least has been dulled. They will also find a large cylander of gold dust, which contains about to litres. It has a small explosive charge that will blow the dust out into a thick cloud thirty metres in diametre.

The first Oolsa will tell the PCs to leave the suits in the other globe again, after which they can enter the ship (the water that floods into the first globe is slowly pumped out as they change). The ship will then slowly manoever out of the bay and back into the open ocean.

The trip back takes a little longer than the trip down; apparently, the pressure adjustment is a little more delicate on the way back. As soon as they penetrate the water's surface, they can see that most of the base lies in ruins. There are no signs of human life anywhere. Wyet will be very distraught.

The Oolsa will bring the ship in low over the area; many human corpses can be seen scattered about, along with several dead Cybermen. One of the Cyberships has also been destroyed. About twenty Cybermen are gathered at the landing pad, receiving instructions from the Cyberleader.

This is the perfect target. The players can fly in low over the Cybermen, and drop the gold dust bomb down onto them. The effects will be immediate and permanent.

The PCs must make a level IV Dexterity roll. If it succeeds, the cylander will fall smack into the center of the crowd of Cybermen and explode, sending up clouds of gold dust. If it fails the bomb lands far to one side and gives the Cybermen time to react, go to episode six.

Most of the Cybermen will be destroyed in seconds. As soon as the cloud begins to spread, the humans revolt, attacking the Cybermen and taking their guns. The Oolsa will l the sphere down onto one of the main roads, allowing the PCs to disembark. It will then pilot the sphere back out over the ocean and dive beneath the surface.

By the time the PCs reach the square, almost all of the Cybermen have been destroyed. Humans are flooding into the ships, attacking and destroying the remaining Cybermen. The PCs will be met by the Commander, sporting a bad shoulder wound, who thanks them for destroying the Cybermen. She will then see that they are free to go, as she guarantees that not one of the Cybermen will escape.

The PCs will obviously be concerned about Aurren and Wyet. The Commander will say that there has been no sign of them, but that they are probably alright. One of the Time Lord's companions should remind him/her that the Cybermen may have taken the TARDIS on board one of the Cyberships, and that they'd better check.

By the time they enter the ships, the Cybermen have been wiped out, although not without many casualties. Their search won't take long; the TARDIS is on the bridge, with some large scratches indicating the Cybermen attempted to enter it. Strangely there is no sign of the Cybercontroller....

Aurren and Wyet will suddenly appear at the door, each carrying a Cybergun. Wyet will tell them that they managed to escape from the Cybermen by grabbing one of their guns and shooting their way out. They'd just been recaptured by the Cybermen when they returned. Both Aurren and Wyet will be very cautious about a huge piece of stone of the bridge, and ask the PCs about it....

EPISODE SIX - DEFEAT:

If the players do not prevent the Oolsa from using nuclear weapons, they will blast the human race and the Cybermen to atoms with a concentrated nuclear strike. There is no telling what thi may do to the Oolsa or the TARDIS. The GM should handle this the best he/she can.

If the PCs do not get the bomb on target, several of the Cybermen will shoot the Oolsa sphere, sending it crashing to the ground. No one is likely to have survived.

Background Information:

Iota Gruis IV
Number Of Stars In System: One
Star Type: G9 (Deep Yellow)
Number of Terrestrial Planets In System: One
Position of Terrestrial Planet: IV

World Name: Iota Gruis IV
Number of Sattelites: Zero
Gravity: Average (1.17 G)
Diametre: 17 739 km
Major Land Areas: 4 Minor Continents
Major Water Area Types: 7 Major Oceans
Length of Days: Standard (18h 43m)
Atmospheric Density: Terrestrial
General Climate: Tropical

Oolsa
Environment Type: Aquatic
Atmosphere Breathed: Water
Body Form: Fish
Size: Large
Limbs: 8 prehensile tentacles; Tail
Body Covering: Scales (13 points armour protection)
STR: VI END: VIII DEX: V
Senses: Sight; Smell
Life Style: Passive Herbivore
Combat Abilities: None
Civilization Rating: 47866-757

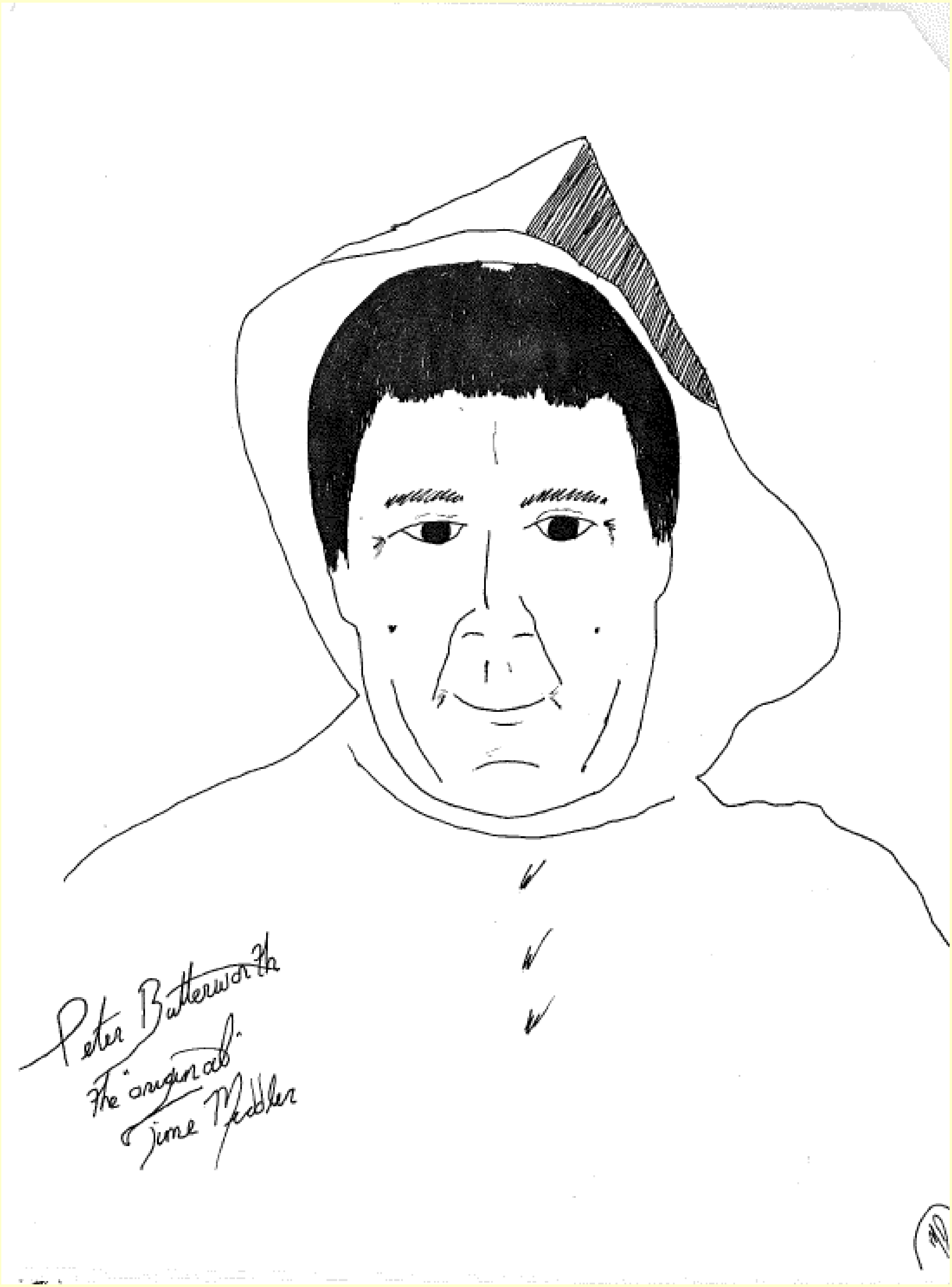
The Oolsa are an intelligent race of sea creatures. They resemble the Terran sea horse, although they are between two to three metres in height, and have 8 prehensile tentacles growing from their chests. The Oolsa have reached a level of development comparable to Earth into the late 20th century: nuclear weapons, computers as well as robotics and amphibious vehicles. Unfortunately, they also resemble Earth politically. The Oolakahs are divided into 11 nations, five of which have deployed atomic missiles on the sea botton. The situation is tense, but no major outbreaks of war have occured for decades.

Culturally, the Oolsa are generally fairly passive and curious, doing their utmost to protect and nurture the natural environment. The current political situation was caused by differences in the preservation of resources; in an attempt to save the oceans the Oolsa have turned to coersion and force, ways formerly alien to their personality. Most of the Oolsa nations have governments similar to the parlimentary system here; they are differentiated by varying political ideologies. The nations are divided into three different camps; one dedicated to environmental preservation, one promoting exploitation of natural resources, the other being totally neutral. No side is willing to moderate their stand, resulting in a stalemate.

Despite this the Oolsa remain fairly hospitable and intelligent people, who react to the pressure of the humans and the Cybermen the only way they know how.

Cybermats
STR: IV END: IV DEX: III
Skills: Small Unit Tactics: II
Concealment: IV
Stealth: IV
Ordinance Destruction/Sabotage: V
Unarmed Combat, Grappling: IV

EDITOR'S NOTES: Due to space editing, Gamemasters must create their own character profiles for the human and Cyber characters including Wyet Walfcree and Warren Rays.


Peter Butterworth
The "original"
Time Meddler

MINI-ADVENTURE: PATIENCE AT BAMBOO FOREST

Written By Michael Bawber

Background:

Kyrbizmyth (Delta Pyxidis) is an unremarkable planet nine hundred light years from Earth. It is covered with lush rainforest, with (apparently) no indiginous intelligent life forms. A survey vessel, the UNSS FISHER, while on a routine mission, developed a serious engine problem and crash-landed on the planet's northern hemisphere. They found, however, that they weren't the first to crash here...

Objectives:

The players must rescue as many of the crew members as they possibly can, and prevent the Slelcron from menacing any vessels in the future.

TARDIS Touchdown:

The players' TARDIS will arrive in AD 2393 el, on a planet only identified as Delta Pyxidis. The atmosphere is an 77/22 combination of Oxygen and Nitrogen, with a high Carbon Dioxide content. Atmopsheric pressure is normal, but there is slightly more ultraviolet radiation reaching ground level than on Earth. Players will not require rebreather units, but chemical protection from the UV is suggested. The temperature is constant at about 15 degrees celcius, with no parcipitation.

On the scanner screen, the players will see a rich forest stretching away in all directions. The ground is covered in tiny planets and mosses, with a wide variety of colorful flowers growing. There are also green pods on thick stalks, many of which reach up to a metre high. The trees are tall but spindly, resembling bamboo, allowing intermittent sunlight to penetrate. Judging by the level of the light, it must be nearly dusk.

Exploration:

Outside, there are signs of recent activity. Several beings of about human mass and form travelled through the area not more than a few hours ago; they passed right over the landing site, and one must have collected one flower, as a large, cleanly cut stem juts from the ground. The tracks lead tword the north.

The diversity of plantlife is large; there are also insects, as a constant low hum is audible from all around. The path continues for about a kilometre, leading out onto a moor-like area (devoid of flowers) where a ship is visible.

Survivors:

It is obvious that it crashed; the superstructure is seriously deformed, with the venturi tube at twenty degree angle to the rest of the hull. The conical nose is plowed into the ground, with a ladder leading from a bulkhead twenty-five metres to the ground. At the base of the ship is a small camp, where two humanoids are visible. Upon sighting the characters, one of the two will run twords them. He is a tall man, with blond hair and prominent cheek bones, wearing a battered blue jumpsuit.

He will introduce himself as Commander Hans Kniefel of the UNSS FISHER. He will ask the players about their origins, and will invite them to the fire. He will also comment that he didn't hear their ship land (the players will have to weasel out). The other crew member is an attractive blond woman Lieutenant Dagmar Evers, who is the mission's science officer.

Kniefel will ask them, "Have you seen them yet?" - "The oth wrecks. From all over space .....a few ships I've never seen before. All of them crashed, just like we did. No signs of any survivors, though." He tells them there is just enough time to get to them before dusk. "We hear alot of strange things out he at night," Evers tells them. "Our sensors are all shot, but I'm sure there are a number of large life forms roaming about at night. Insectoid, from the sounds of things."

At this point, a third crew member will come out, Jochen Vlcek. He is in his early twenties, with a moderate build and fiery red hair. He will tell Kniefel that there is no possibili of leaving the planet without the *Fisher*. He will ask about the players, and ask if they can use their ship to get away. How th players respond is up to them, but Evers is anxious to show them the remains of the other ships.

Graveyard:

The trip only takes about twenty minutes, by which time the sun is still setting. Evers explains that the rotation is very slow, averaging about fourty-four earth hours per Pyxidan day. The days and nights seem fairly evenly divided at twenty-odd hou each.

The other ships are all on the moor areas which has sudden and intermittent forest cover, preventing sight of the other vessels from a distance. The Time Lord will recognize ships of Draconian and even Sontaran design, with a number of earlier Ear exploration vessels. None of the vessels is capable of space-flight again. As Evers said, there are no signs of survivors, but these may have been washed away or deliberately erased.

As the players begin to return to the FISHER, they will notice that what were before large green pods are rapidly openi to reveal chrysanthemum-like flowers in reds and oranges. Ever will tell them that they are likely pollinated at night by insects.

Four massive Recorders, each about a metre long, will suddenly descend and attack. The players have no choice but to leave the Evers Slelcron being and flee to the *Fisher*. The sun has already set.

Cadavers:

As they return to the ship, they will be confronted by a p of Sontaran warriors, both of which are under control of the Slelcron. They are both unarmed. They are somewhat slowed, however, as the Slelcron's control of humanoid beings is unpracticed. The players have no choice but to get around them order to get back to the ship. If they make it past, Vlcek can seen at the base of the ladder; a Draconian solder is trying to pull him down. This one is not armed either, and is easily surprised.

Patience at Bamboo Forest? :

The inside of the ship (see UNSS FISHER map) is not spacio but has enough room for them all. They will meet the fourth member of the crew, Achim Shols, who is apparently the navigato

The monitors still function, and outside about a dozen bei

(GM Notes continued)

Life Forms: The Slelcron
Environment Type: Terrestrial   Atmosphere: Carbon Dioxide
Body Form: Plant   Size: small (1m high avg.)
STR/DEX: N/A   END: III (10 hits)   Appendages: N/A
Senses: Psionic Detection (weak); Motion Detection (weak)
Body Covering: N/A   Lifestyle: special
Combat Abilities: Psionic Suggestion

The Slelcron are a unique species of intelligent plants that have developed a hive culture; the millions of seperate planets growing all over Kyrbizmyth contribute to a single mass-mind. The individual flowers have no real ability of their own; it is only in combination that they have the powers listed above.

The Slelcron have the ability to make subtle but strong suggestions. At peak strength, they were capable of reaching out into space and causing passing vessels, even ones millions of kilometres away, to crash on Kyrbizmyth, simply by making the engineers create a malfunction. Having taken total control of the only other significant life form on the planet, the Recorders, they seek to bring other beings into their hive mind.

Once the creature is brought within close proximity, the Recorders can inject the Slelcron nectar into the creature's blood stream, which carries a special chemical compound; this compound reduces the will power of its target, allowing the suggestive powers to become complete control. The nectar takes a while to reduce the will power, however, and the Slelcron must always maintain mental control over any new beings for several days.

The reason the Slelcron seek to control other beings is that they want to being peace to the Universe; the mass-mind wants to add the thoughts of every living creature in the universe to it. When the players arrive, it has only begun its conquest. The Slelcron cannot concieve of any being not wishing to join them; it has that one purpose and will never stray from it.

The Slelcron are, however, noctural, as are their slaves, the Recorders. During daylight they and any other beings they control will become completely inactive. They cannot concieve of this as a handicap, though, as it is "natural".

The Recorders
Environment Type: Airborne   Lifestyle: N/A
Atmosphere Breathed: Nitrogen/Oxygen
Body Form: Insectoid   Size: Small to Medium
STR: VI   END: VI   DEX: V
Creature Appendages: 8 limbs, tipped with adhesive spike
Body Covering: Chiton (20 points)   Senses: Sight

The Recorders are the vassals of the Slelcron; they use them to transfer the will-reducing nectar into target bodies. They have no seperate existance; they are part of the Slelcron's mass-mind. They are very dangerous creatures, with great strength and a chitinous outer body.

Crew of the "UNSS FISHER":

Kolelel, Commander Hans:
Height: Tall   Build: Muscular   Looks: Attractive
App. Age: Adult   Age: 31   Recog. Handle: High cheekbones
STR: V   END: V   DEX: IV   CHA: IV   MNT: V   ITN: II
Skills: Armed Combat, Knife: IV
Armed, Ranged, Energy Pistols: IV
Unarmed Combat, Brawling: V
Engineering, Mechanical: III
Leadership: IV
Life Sciences, Exobiology: III
Physical Sciences, Chemistry: III
Space Sciences, all: IV
Technology, Computer Systems: III
Astronautics: VI
Vehicle Operation, Space Vehicle: IV
Verbal Interaction, Negotiation/Diplomacy: IV

Ewers, Lieutentant Dagmar:
Height: Avg.   Build: Avg.   Looks: Attractive
App. Age: Adult   Act. Age: 28   Recog. Handle: very calm
STR: III   END: III   DEX: V   CHA: IV   MNT: V   ITN: IV
Skills: Earth Sciences, Hydrology: III
, Geology: III
EV Suit Operation: V
Leadership: II
Life Sciences, Biology: V
, Ecology: IV
, Exobiology: V
Medical Sciences, General Medicine (human): IV
Pysical Sciences, Chemistry: IV
, Computer Sciences: IV
Social Sciences, Economics: III
Space Sciences, all: III

Vlcek, Leftenant Jochen
Height: Tall   Build: Muscular   Looks: Striking
App. Age: Adult   Act. Age: 27   Recog. Handle: Long black hair
STR: V   END: IV   DEX: IV   CHA: IV   MNT: V   ITN: VI
Skills: Armed, ranged energy pistols: IV
Carousing: IV
Engineering, Electrical: III
Physical Sciences, Physics: V
Security Procedures, Stealth: III
Space Sciences, Astrogation: V
, others: IV
Technology, Astronautics: IV
Vehicle Operation, Space: IV
Wilderness Survival, desert: III

can be seen: four Sontarans (minus any that didn't survive the fight), one Draconian and six humans. records will begin to come, and will explore the ship, although there isn't any way for them to get inside.

The ship, unforunately, does not have an armoury, and the defensive laser in the nose-cone is wrecked. The players will have time to sit and ponder what to do. Kniefel thinks they must go back and rescue Ewers, but Shols and Vlcek both want to escape via the TARDIS. The Time Lord will eventually note, though, that the Slelcron flowers didn't open until the sun went down; logically, then, if they wait until sun up, they will be able to return to the TARDIS is safety and escape. The others reluctantly agree to this tact.

After a while, the Ewers Slelcron will aproach, and shout at them from ground level. On the speakers, she can be heard: "We do not understand. You have fled from us, but we offer you total peace and tranquility, total freedom. You must join us; it is right. It is inevitable. You must come out of your space vehicle. We do not wish to damage you, but we will if we must." At this point two of the Sontarans will bring up a long-range blaster, capable of leveling a city block.

"Descend now and come to peace and joy." Ewers will say.

Escape:

The players can escape; the bulkhead on the opposite side of the ship will allow them to get away from Slelcron at least temporarily. However, this will necessitate them travelling in a long circle to get back to the TARDIS.

However, as they progress, a fly-like insect will suddenly descend. It is about fourty centimetres long, with a mottled black and green appearance. Any psi-sensitive or empathic characters will recieve a very strong signal, which seems to be coming from all around them. The fly will crawl over to the nearest flower, and withdraw some nectar from it with a sharp probiscus. Ewers insists they all stay, as she is curious about it.

It will suddenly fly up, turning and heading straight for Ewers. The creature will jab the probiscus into her neck, and she will stiffen. The fly creature will then drop back to the ground and remain motionless.

Ewers will then open her eyes, which have become a glowing jadge green. "Who ... who are you?" she will ask; her voice has become totally alien. Any questions the players ask will be answered by any of the following: "We are the Slelcron, this is the Slelcron, all is the Slelcron. We are all seperate yet all one. This creature has now become us, its owny mind added to the Slelcron. We live, we grow, we control. The Slelcron will ultimately embrace all, bringing peace and contentment, freedm from all want or care. Our mind reached out to the sky and brought the Not-We here, to allow them to achieve total peace and harmony with the Slelcron. The Recorders *(the flies)* take our messages to the Not-we, and allow us to control them. We wished to tell you all so that you could see how good the Slelcron are, how peaceful the Slelcron are, how perfect the Slelcron are. Now, you must join us."

The Time Lord will suddenly feel an incredible pain at the back of his/her skull; "Join us." a voice will say, over an over. This will not continue for long; the Slelcron apparantly cannot command, only suggest. That attack was, in fact, a diversion; the Sontarans have had time to perfectly position themselves near the fuel pods. If they fire, the resulting explosion will decimate about ten square km. The other bulkhea is their only possible escape.

There is no moonlight or starlight to go by; the players will have to negotiate in almost pitch-blackness. Shols has a scouting reader that will allow them to travel in some degree c safety. *(Consult KYRBIZMYTH Map)* There will be no explosion, though; the Slelcron are onto them.

Chase:

It is about a two kilometre trip back to the TARDIS. The players will have to avoid touching any of the Slelcron flowers as this will result in summoning the Recorders. About half wa the ship, the buzz of the Recorders will become audible from behind them. The players will have to pick up their pace to a being caught. At point A, two large Recorders will fly down a attack the players; apparently, someone must have brushed a Slelcron. Resolve combat. They will have to escape from the quickly; more Recorders can be heard closing in.

Sanctuary? :

As they reach the TARDIS, the Recorders will be almost on of them. They haven't yet discovered the ship yet, apparently no-one is there. If the players try and immediate escape, not will happen. A systems check will reveal that there is a mass amount of power surging through the telepathic circuits; this inhibiting certain controls, preventing take off.

The monitor will suddenly activate, showing the Ewers Slelcron; "You cannot escape me now; you must join us." The d will swing open of their own accord, and she will walk in with of the Sontarans. After a few moments, the Ewers Slelcron wil give a hideous gasp, and all three will collapse. The control will free up; apparently, the Slelcron did not have enough for to control all three aliens and control the TARDIS' circuits a the same time, once inside the invisible force fields.

The players could simply take off, but that would leace t Slelcron to continue dragging in passing ships. The best rout to channel a massive burst of power through the telepathic circuits; this will disable the Slelcron sufficiently to preve them from reaching beyond Kyrbizmyth again. The other beings be unconcious for several hours, and the Slelcron will be stun for even longer, so rescuing the aliens should not be difficul

GM Notes:

Planetary Data:
System: Delta Pyxidis   Location: 912 LY from Earth
No. of Stars: 1   Type: F Dwarf   No. of Planets: 2
No. of Terrestrial Planets: 1
World Name: Kyrbizmyth (Delta Pyxidis II)
No. of Sattelites: 0   Gravity: .98 G (Average)
Diameter: 10,103 km
Major Land Areas: 5 minor continents, 4 major oceans
Length of Day: 44h 05m (Very Long)
Axis Tilt: 2 degrees
Atmospheric Density: Terrestrial   General Climate: Cool Temp

(GM Notes, continued)

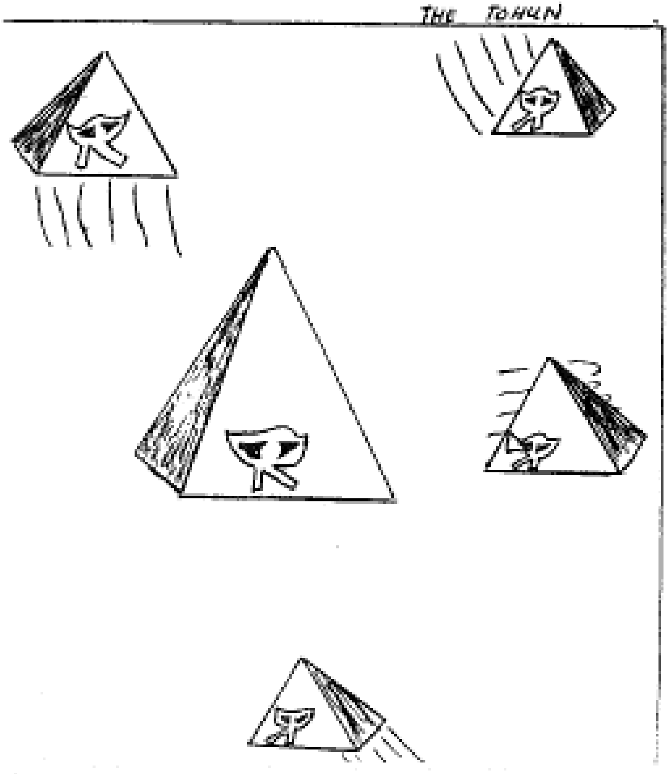
Shols, Leftenant Commander Achim

Height: Average   Build: Stocky   Looks: Average
App. Age: Older Adult   Age: 53   Recog. Handle: Wiry body
STR: III   END: III   DEX: V   CHA: IV   MNT: V   ITN: III
Skills: Armed, ranged, Energy pistols: III
        Engineering, Electrical: V
                    , Mechanical IV
        EV Suit Op: IV
        Leadership: III
        Physical Sciences, Physics: IV
        Space Sciences, All: IV
        Technology, Astronautics: V
                  , Communication Systems: III
                  , Computer Systems: IV
                  , Electronics: IV
        Vehicle Operation, Space: IV

The crew of the *UNSS FISHER* is composed of four German crew members, two of which (Kniefel and Ewers) are from the mostly-German colony of Barnard's Star V. They are on a twelve year exploratory mission, which is five years complete at present. Of the four, only Shols has any great experience; Vlcek is on his maiden voyage.

Kniefel is a demanding and rather detached person, although he can be very accomadating at times. Ewers is insatiably curious, and is the ship's science officer. Vleck is the navigator, and has a record of being headstrong and a very rebelious sort. Shols is a very level-headed and experienced astronaut, with twenty one years of service behind him.

(Maps follow)



FOE FILE: THE TOHUN

Created by Michael Dawber

Race: Obligon   Sex: N/A   Profession: Businessbeing
STR: I   END: IV   DEX: V   CHA: V   MNT: V   ITN: VII
Height: 1m   Build: N/A   Looks: N/A
App. Age: N/A   Act. Age: 317   Body Composition: Gold-based
Max Op End/Curr Op End: 23   Wound/Fatigue Heal: 4
Special Abilites: Telekenesis V
                  Teleportation III
                  Telepathy III
Skills: Administration VI
        Armed Combat, Ranged, Laser Pistol III
        Leadership V
        Social Sciences, Economics VI
                       , Law, Obligon VI
                       , Poltical Science, Obligon VI
        Space Sciences, Astrogation IV
        Triva, Current Galactic Market Conditions VI
        Verbal Interaction, Negotiation/Diplomacy VI
                          , Haggling VII

The Tohun is a non-organic life form, native to the barren planet Obligon. Its body is a 1m high gold pyramid, which appears to have an eye painted upon it; four other pyramids, much smaller, orbit the largest (see illustration).

As with all his race, the Tohun is concerned with one thing: money. The Obligon operate their intire planet like a business, with the richest individual controlling a corporate executive council. The Tohun is a member of this council, hand has been pursuing the president's job for some time.

The Tohun's business skills are remarkable; it has an intuitive capacity that seemingly allows it to see the future. As with all its race, the Tohun travels through space, making intelligent investments in other civilizations. These investments in turn bring in massive profits that it can use to buy its way into power on Obligon. Its current involvement with the Achkrin is designed to bring in such wealth.

The Tohun is utterly ruthless; it would not hesitate for an instant to wipe out a race if it thought there was enough money in it. It simply views the galaxy as a resource, to be used in the most rational way possible.

The Tohun's powers are considerable. Although it has no appednages it has considerable telekenetic powers which allow it to fly. It can lift and fire an average-sized hand gun, and even knock over human-sized targets at close range. Its teleportation ability allows it to "blink" almost 200 metres in a few seconds; carrying any mass with it is out of the question. The telepathic sense is quite limited; it allows the Tohun to pick up strong thoughts, but little else. Overall, its psionic powers easily make up for its physical limitations.

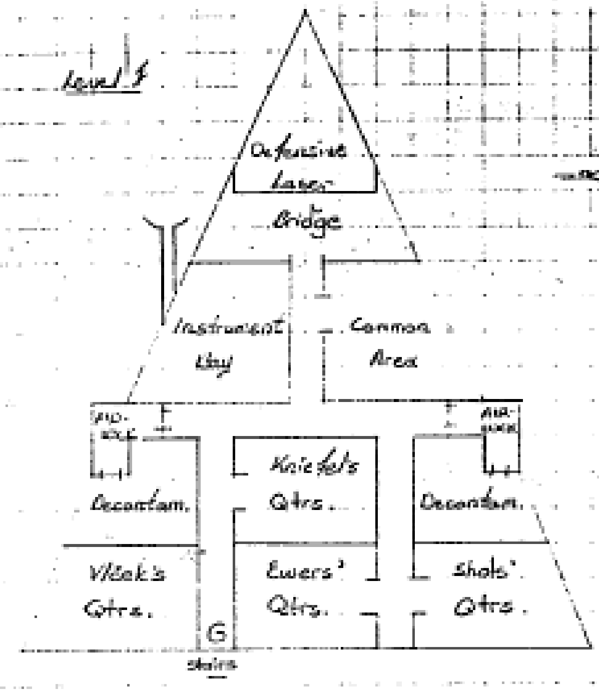
When speaking, the Tohun's voice is a high pitched monotone, which seems to eminate from the largest pyramid. The smaller pyramids that orbit it often move off in other directions; the Tohun is, in reality, a small collection of seperate beings all linked psionically. The other pyramids have all the powers the composite does, but at considerably reduced levels. If in danger, the creature often splits into its compounds segments and teleports, to recombine later.

The Tohun should never be underestimated. It never does anything that wouldn't turn a profit, or anything that might put its life in jeopardy.

Defence at Bamboo Forest

CHRIS FISKER

Level 1


Defensive
Laser
Bridge
Instrument
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Common
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Knieffel's
Qtrs.
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Decontam.
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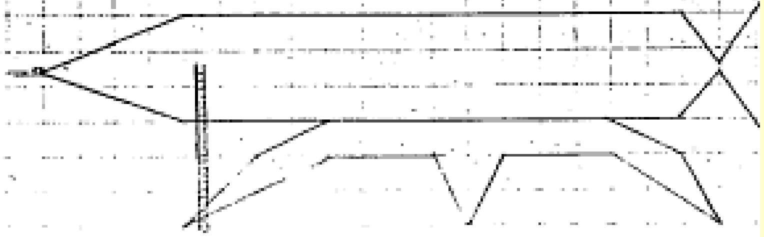
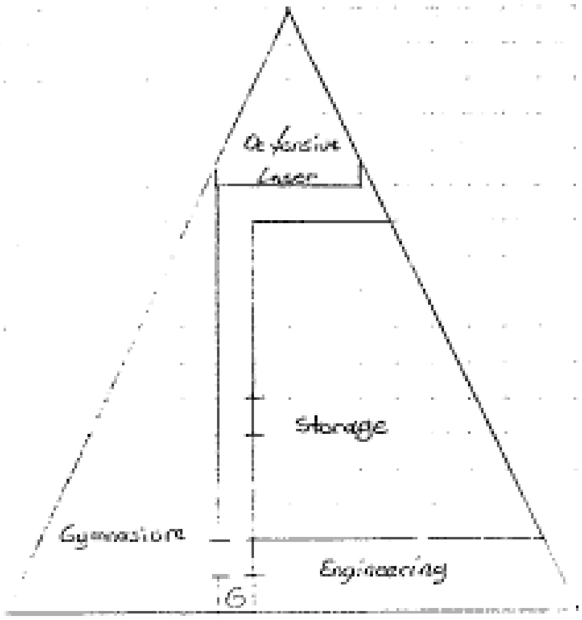


Side View (Gear Down)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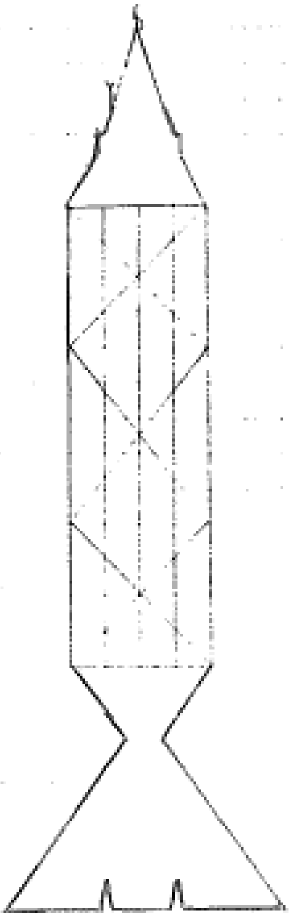


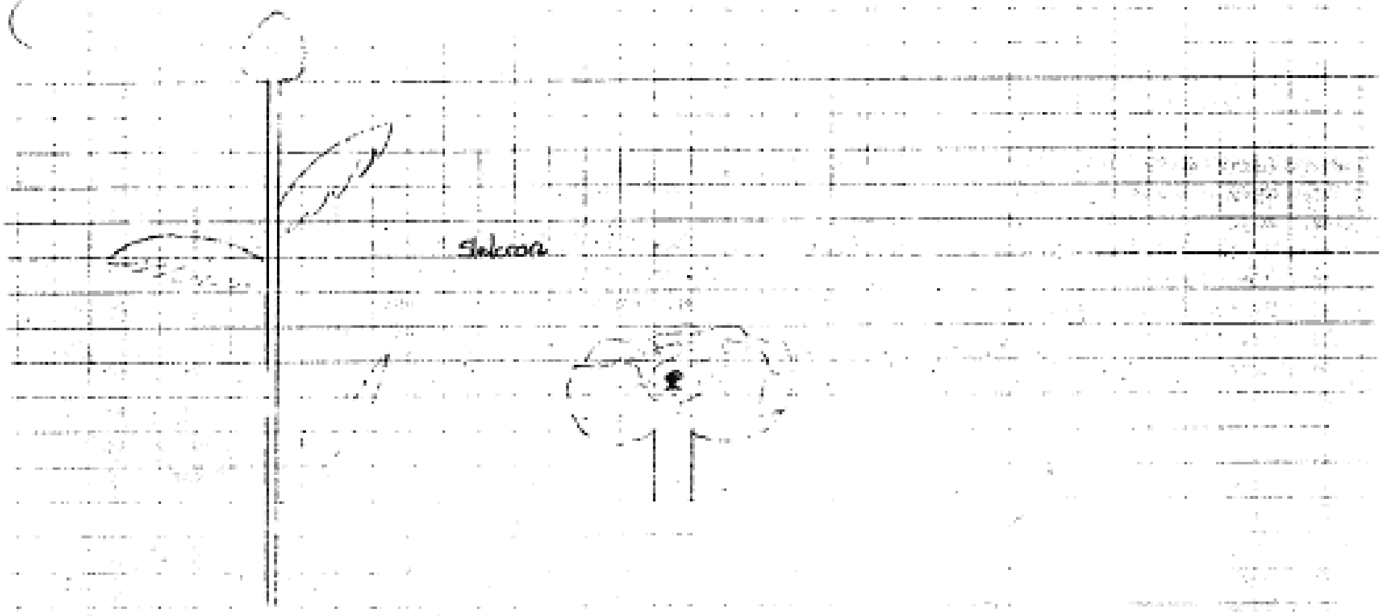
Plan View

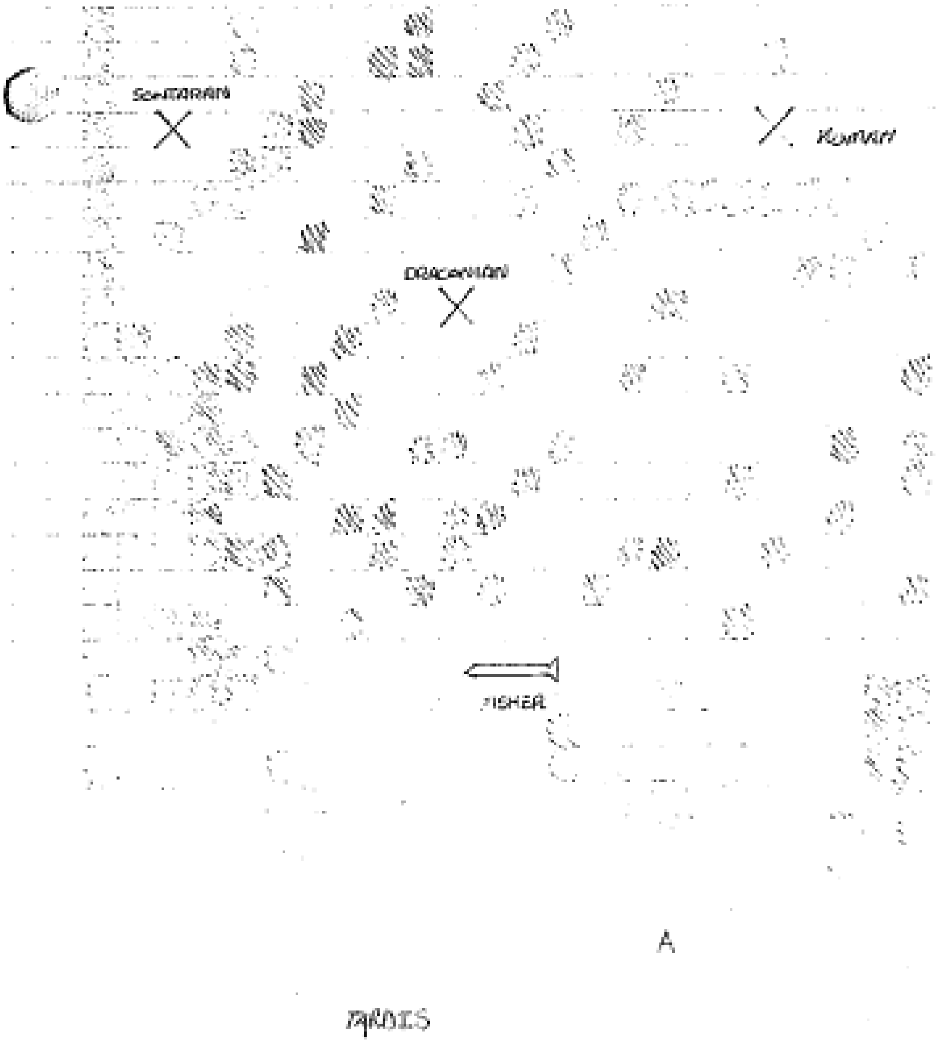
I Bulkhead (Radiation Proof)

☐ = 2m²

B: Fence at Bamboo Forest

[illegible] Map & Visuals




SONTARAN
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The following article originally appeared in the DWRPG fanzine, "Intervention" (issue four). Reprinted in "Time Meddlers" Vol. 1, No. 4, whole number four, Spring / Summer 1987 by permission of the editor.

SUPERBEINGS:

The Use of Ultra-Powerful Entities in Dr. Who Gaming With A Special Appearance By The Celestial Toymaker ...

Written By Michael Hopcroft

The most distressing thing about looking through the first three books of the DWRPG is that FASA has made little real provision for the sort of ultra-powerful adversaries that the Doctor has often been forced to challenge. Beings like Sutekh, the all powerful Egyptian death god whose battel with the fourth Doctor was perhaps the single most horrifying story ever made. Or the powerful Guardians, one white, one black...

Perhaps the most notable of these superbeings faced by the Doctor was the Celestial Toymaker. On the surface his realm was like a gaint playroom, and he himself devoted to games and puzzles. But there was a far more sinister side to the Toymaker: he played games to win, even cheating if needed. As his games, far from pastimes, were horrifying and deadly traps whose losers' lives were forfiet.

The Celestial Toymaker is perhaps the most fondly remembered DW story ever made (the most popular fan magazine in Britain is named after his realm and the long awaited novel has now been realeased in hard and soft cover). Yet handling the Toymaker is difficult in current DWRPG systems (in fact, so are most beings like him). The most difficult problem is the resolving the enormous power and intelligence of such beings with a system of attributes that stops at level VII. This even effects how other notable characters play; the Cybermen for example are said to have the strength of ten men...

The best way to deal with Superbeings in my experience is to do two things: 1. Kit-bash when needed to make the characters work; 2. If all else fails, chuck the rules and role play.

Believe it or not, levels above VII DO work, but not as traditional levels. There's no room for them in the confrontation chart (level of action vs level of difficulty of task) which regulates most activity. True. So that's where the kit bashing comes in, take a hint from games like *TRAVELLER* and make room.

How? Looking up the matrix in my handy copy of the Game Operations Manual, I can tell that the difference in rolls required between a level VI ability and a level VII ability is three, and the difference between level V and level VI is 2. Could it be that difficulties, like the costs of levels themselves, creep up gradually? Seems som so how to represent VIII?

The best way is to treat it as what *TRAVELLER* calls a die-roll modifier, or DRM. Now you must roll less than the number on the matrix to succeed in a task. If you have a level VIII skill or attribute, reduce your roll by four. And if you are facing a level VIII task, *increase* your roll by four. Higher levels work the same way, but it rapidly becomes astronomical. Level X for example, would be a DRM of 15! I challenge you to roll more than 15 on a 2d6. Impossible? Right! The modifier cancells out any roll you make.

Does that mean that such a high-powered foe can never be defeated? Not in a contest of die-rolling. But the smart GM knows when to roll and when to let players run amok. Sutekh cannot be overpowered -- he's just to strong of an adversary. he can be defeated by trickery. The same goes for the Mara, th Daemons, the Toymaker and other such foes. A superbeing pits yo character's ingenuity, not his raw strength or even raw intelligence against overwhealming odds. It is by being clever, not having good stats or the right kind of stats, that the PCs will triumph.

That said, here is the Celestial Toymaker:
(Superbeings pp2)

Name: THE CELESTIAL TOYMAKER
Race: Unknown
Attributes: STR V CHA: VII
END VIII MNT: VIII
DEX VIII ITN: VIII

Combat Statistics:

Irrelevant. In his realm, the Toymaker can literally summo up huge hoards to do his fighting for him. No weapons known to exist are powerful enough to have any effect on him.

Special Abilities:

Here's where he really gets dangerous. In his realm, the Toymaker controls all matter that is not living. He can create uncreate things at his whim. He is capable of setting up links between his dimension and any location in time and space; his usual purpose is to lure sentient beings into his realm to play his games. When he wins a game in his realm, he has the ability to imprision the looser in his realm forever, transforming him/h into one of his creations.

One weakness is self-imposed; if he ever looses a game, ther his current realm is destroyed taking everyone in it with it. Everyone, that is, except the Toymaker. He simply goes on and sets to work assembling a new realm.

Skills:

The Toymaker has knowledge of all skills at the level VII level. However, with his abilities he has little need of them. He is a level VIII game-player at virtually all games known to man, and is capable of designing his own fiendish variations of them.

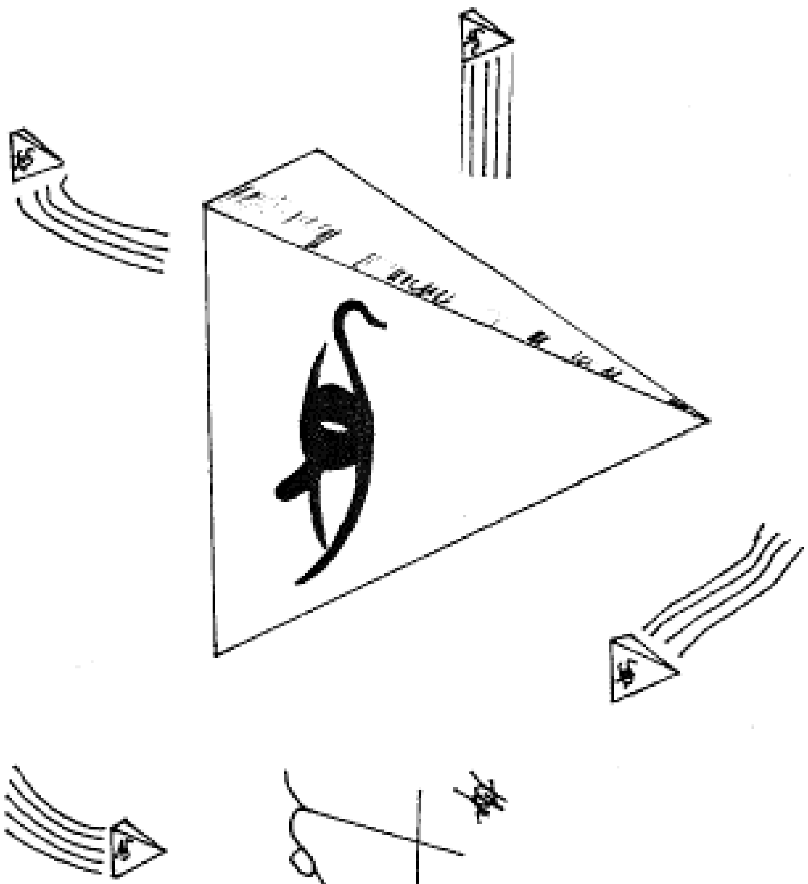
Background:

What can you say about the background of a being like the Toymaker? He has no beginning, no end, and he is simply eternal.

The Toymaker's life is devoted to games; his only real purpose is tp challange and defeat sentient players. He would especially relish a rematch with the Doctor, the one being in space/time that has ever defeated him.

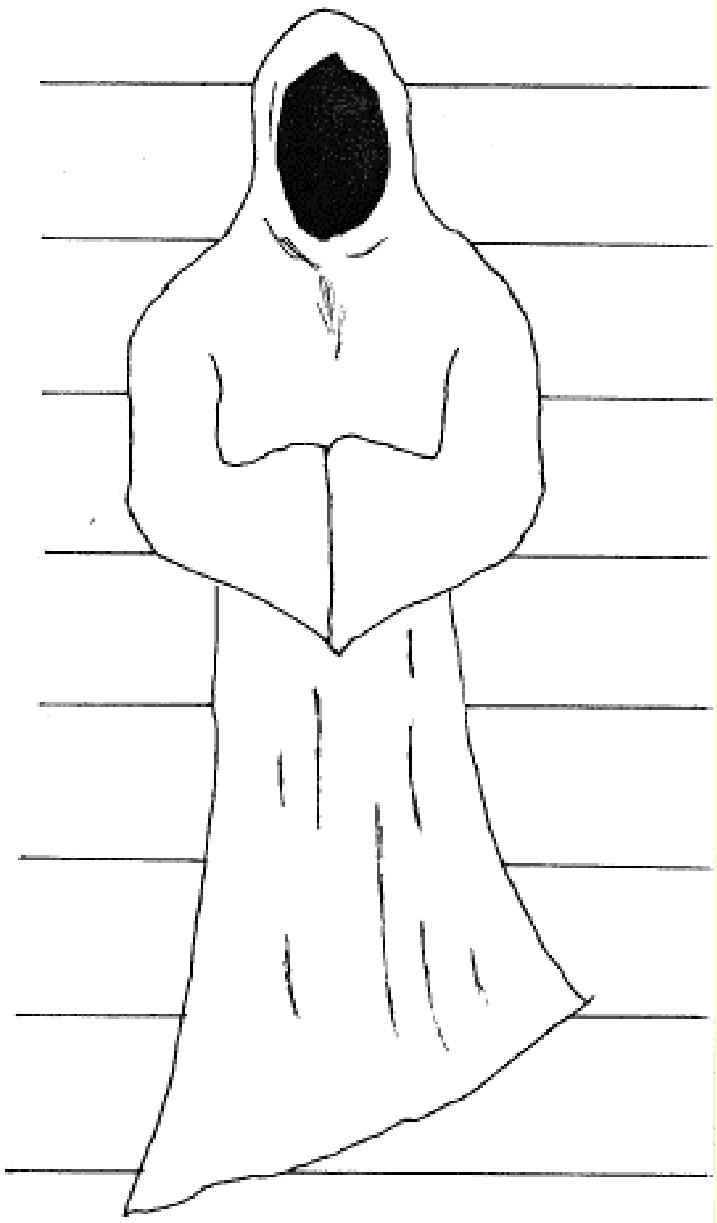
Those who do find themselves in a game with the Toymaker wil realise that he does not play fair. He is more than willing to cheat, especially if he senses his opponant is trying to.

The Toymaker usually appears as a jolly Mandrin (a Mandrin i an official of the Imperial Chinese Court on TNP Earth), but can assume whatever disguise he wishes.

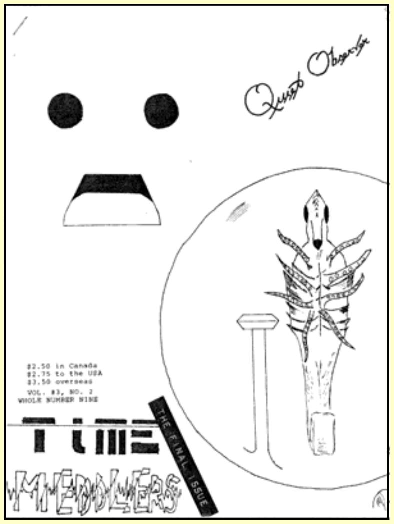


the Tohun

the Banshee



OVERVIEW OF TIME MEDDLERS ISSUE #9 (VOLUME 3, NUMBER 2) - FINAL ISSUE



- This eighth issue is labeled as “The Final Issue”, on the cover, as well as “Vol. #3, No. 2”, and “Whole Number Nine”. It is listed as “Fall 1988” on page 3.

- The cover features artwork of a Cyberman face and an Oolsa, an intelligent sea creature resembling a sea horse, from the adventure “Quiet Observer” by Michael Dawber contained inside.

- Cost of the Issue #9 was $2.50 (Canadian) in Canada, $2.75 (Canadian) to USA, and $3.50 (Canadian) overseas.

- Mark McMillan announces that this is the last issue of the fanzine, and that a final collection (as sort of “Best of” issue) was planned to be made and sent to Michael Dawber, Steve Dieter and Zen Faulkes that could be reprinted in perpetuity to ensure that Time Meddlers never goes out of print. Steve Dieter reported to use that he never received his copy of this edition. If anyone can confirm whether or not this collection was ever printed it would be helpful for our historical research into the history of *Time Meddlers*.

- An announcement is made on the Editor’s Desk column that *Time Meddler’s Periodicals* have released the second and third issues of *Travelogue*. The fanzine is available from *Time Meddlers* distributor Zen Faulkes.

- Michael Dawber has penned “Mini-Adventure: Quiet Observer” that features the new race of the Oolsa as seen on the cover of the issue. The module is set up as a five part adventure, and includes planetary background information plus a write-up of the new race too. Stats for Cybermats are given with the adventure but a note saying “due to space limitations” the GMs must provide stats for the Cybermen and human NPCs in the adventure.

- Michael Dawber has penned “Mini-Adventure: Patience at Bamboo Forest”. The adventure features another new race called The Slelcron and also features an appearance by Sontarans (and Draconians are also mentioned). This adventure has maps that are included to help the Game Master.

- “Foe File: The Tohun” introduces a non-organic life form in the shape of a flying pyramid. The race is concerned only with money and is perhaps one of the more unusual creations ever made for a *Doctor Who* RPG.

- An article on Superbeings that originally ran in Issue #4 of the fanzine Intervention, and which was reprinted in issue #4 of Time Meddlers, is again reprinted in this issue. The article was by Michael Hopcroft.

- The last issue of Time Meddlers ends with an image of a Tohun and a picture of a Banshee. These refer to concepts and monsters mentioned in the fanzine.

SUMMARY: The final issue of Time Meddlers goes out as an issue heavy on submissions from Michael Dawber, as Issue #7 was primarily a Zen Faulkes effort, and Issue #8 Mark McMillan’s workhorse. This is Dawber’s moment to shine. Dawber presents three new races in this issue, and they are all interesting and unique, and also presents two fairly well thought out adventures that are well rounded with extra stats and planet write-ups. This work allows the *Time Meddlers* to go out on a fairly high note. The fanzine gets one last opportunity to shine before it is retired for good. The *Time Meddlers* fanzine set a mission for itself to provide new content for *Doctor Who* role-players and the final issue saw this mission accomplished as well, if not better, than the preceding issues. One thing that should not be missed in regards to this work is that the majority of the contributors were teenagers and young adults. The content remained solid through to the final issue showing that creativity and original ideas are more important than a developed writing style or sticking to known formulas. The *Time Meddlers* staff accomplished a solid effort in every part of their fanzine’s existence.

A SUMMARY OF TIME MEDDLERS AS A FANZINE

The *Time Meddlers* fanzine was the first known fanzine devoted to *Doctor Who* RPGs and in that sense it provides those interested in *Doctor Who* games a unique look into the history and feel of the mid-1980s. The fanzine shows that even in the earliest days of *Doctor Who* RPGs there was a desire for more Whovian game content.

The fanzine reveals both the wealth of ideas, and also the amateur drive to put together a gaming fanzine. Some of the articles, concepts and humor might seem sophomoric through the lens of the passage of 25 or more years, but such a viewpoint betrays the strength of some of the ideas as well as the importance of the fanzine as a whole. Here was a fan-produced production that reveled in *Doctor Who* gaming. The young fans that worked on the 'zine did a fairly good job in presenting new and original content for those who could not get enough. The presentation of original adventure modules, rules, villains, and story seeds continue to this day in the various offerings that forums, blogs, and fanzines provide the gaming community. Without a doubt, the *Time Meddlers* team beat everyone else to the table (top) in supporting *Doctor Who* role-playing.

With issue #5/6 the end of the FASA *Doctor Who* RPG rings heavy with concern by the production staff that the game (and perhaps interest in their fanzine) will fade. Few sources reported directly on the end of the FASA game, and this announcement is one of the few contemporary sources that reported the FASA game's end in print. It is clear now that *Doctor Who* role-playing and interest in it is still not yet dead. The production staff of *Time Meddlers* suspected correctly that there was an audience that was interested in resources for the game. What they may have underestimated was the interest in their efforts which remain worthy of reporting almost three decades later. Our hats are off to everyone who worked on the *Time Meddlers* and for everything they contributed to us. We hope that our readers enjoyed the chance to re-discover the lost gems that were each issue of *Time Meddlers*.

A FEW MORE WORDS FROM TIME MEDDLERS CO-FOUNDER STEVEN E. DIETER

When [DDWRPG] dropped me a note to say you had found more issues of *Time Meddlers* [*Editor's Note - Steven provided the first 6 issues to us initially*], I thought you were joking. When you actually sent them to me – well, to say I was surprised is an understatement. First, my thanks to the individual who still had these issues and passed them along to you. The fact that these still exist is quite wonderful. Reading them, in the context of the timeline of their production, I can offer some insight on Mark's comments in issue 7. My resignation in October 1987 had nothing to do with the publication or my support for it. The truth was, my life was moving in a different direction. I had begun work part-time at Sears Canada while going to high school full time. Access to the photocopier to produce issues was diminishing, in part due to the rough relationship between myself and my step-father; it was through his place that we had access to inexpensive copies.

I was thrilled to see that Mark continued to list me as a co-founder after my departure. His kind words to me in Issue 7 – well, they were unexpected to read, but perhaps not entirely unexpected as we did separate on good terms. The 'zine was definitely in good hands between Michael Dawber in Kingston (who had his own 'zine) and Zen Faulkes! (a regular contributor to *Time Meddlers*). As for the special issue Mark notes in Issue 9 – well, it never made it my way unfortunately. If it was ever made, I wish I could have seen it. However, to now have seen these last three issues is a very nice present indeed.

To you, the readers of *Diary of Doctor Who Role-Playing Games* fanzine, know that these nine issues, reprinted for you here, were the work of fans whose sharing of our creativity was really only limited by the technology of the day. As co-founder of *Time Meddlers*, I am happy that Nick asked for permission to share these issues with you – a permission which I am thrilled to grant. Even though it's been 25 years, I would still be curious to hear reactions, comments, observations.

On behalf of all of us who worked on *Time Meddlers* so many years ago, thank you for your continued love and interest of the many variants of role playing games associated with *Doctor Who*. It's this kind of perpetual support which has allowed this series to thrive after so many years.

S.E. (Steven) Dieter CD MA KJ KStG
Captain
Associate Air Force Historian

OBJECTS FROM THE DOCTOR'S VERY OWN TRANSCENDENTAL POCKETS!

by Mark Anthony Quested

In issue #15, I wrote an article on the usage of physical props in *Doctor Who* tabletop role-playing, including two suggested game mechanics that can be used by a GM. This smaller article features a list of random objects that one might expect to find in the Doctor's pockets. (This was inspired by similar lists that can be purchased from DrivethruRPG on numerous topics.)

At any given moment, the Doctor will have some assorted items in his pockets. By rolling percentile dice (D100, made up of two dice: a D90 representing the tens place, and a d10 representing the ones place), one can generate at random numerous objects pulled from the Doctor's pockets. Some may be of an immediate usage, some may be useful but not at that moment, and some may have no usage whatsoever other than to strike up a conversation! The GM can decide to award story points for ingenuity, fast-talk, etc.

If you do not have a set of percentile dice, they can be found in boxes of polyhedral dice that contain the standard seven RPG dice. These are commonly available to buy from games shops and from sellers on eBay.

01 - Etheric Beam Locator
02 - Everlasting matches
03 - 500 year diary
04 - Drawstring bag of coins and alien currency
05 - Pen-torch
06 - Bio-damper
07 - Handcuffs and keys
08 - The Doctor's embossed calling cards
09 - Handkerchief
10 - Candies – Jelly Babies in a crumpled paper bag
11 - Spectacles
12 - Magnifying glass
13 - Multimeter
14 - Sonic Screwdriver
15 - Jewellers' loupe
16 - Pocket watch on a chain
17 - Notepad
18 - Pen or pencil
19 - Recorder
20 - Multi-Quantiscope
21 - Telescope, pocket-sized
22 - Lockpicks
23 - Pocket mirror
24 - TARDIS flavoured food bar in a foil wrapper
25 - Water pistol
26 - Magnifying spectacles
27 - Extendable pointer
28 - Radio transmission detector, with extendable aerial
29 - Marbles or ball bearings
30 - Yo-Yo
31 - A pair of large spoons
32 - Chalk
33 - Astro Rectifier
34 - Bag of gold dust
35 - Books (Charles Dickens, H G Wells, etc)
36 - Egg timer
37 - Candies – Lemon Sherbets in a crumpled paper bag
38 - Geiger Counter
39 - TARDIS key
40 - Psychic Paper in a black ID wallet
41 - Rhondium Particle Sensor
42 - Stethoscope
43 - Rubber bands
44 - Trowel
45 - Laser Cutter
46 - Smelling salts
47 - Tweezers
48 - Opera glasses, folding
49 - Ball of string
50 - Nano Recorder
51 - Assorted bits of circuitry
52 - Voltmeter
53 - Vintage motorcycle goggles
54 - Pocket-Knife (Swiss Army type)
55 - Candies – Liquorice Allsorts in a crumpled paper bag
56 - Torch
57 - UNIT ID cards
58 - Toothbrush
59 - Temporal Activity Detector
60 - Cricket Ball
61 - Hat (a Stetson for 11th Dr, a Panama 5th, a Hebert Johnson felt for the 4th, etc.)
62 - Dental mirror
63 - Paper clips
54 - U-shaped magnet on a length of string
65 - Sonic Lance
66 - Playing cards
67 - Teaspoon
68 - Candies – Dolly Mixtures in a crumpled paper bag
69 - Catapult
70 - Wire cutters
71 - Fireworks
72 - Polaroid camera
73 - Snorkel
74 - Brush
75 - Perception filter
76 - Business cards, assorted
77 - Pair of gloves
78 - Abacus
79 - Dog whistle
80 - Juggling balls
81 - Wire saw
82 - Trick, same-sided coin for tossing (and for winning the toss!)
83 - Mineralogists' hammer
84 - A notebook of codes for the TARDIS
85 - Candies – Boiled sweets in a crumpled paper bag
86 - Small pair of scissors
87 - Pliers
88 - Wrist watch
89 - Assorted bits of wire
90 - Permanent felt-tip marker
91 - 3-D glasses
92 - A fruit or vegetable of some kind, such as a banana, apple, celery, etc
93 - Laser Spanner
94 - TARDIS compass / homing device
95 - Ultraviolet torch
96 - A wind-up grey mouse
97 - A crystal
98 - Welders' googles
99 - A vial of liquid (anti-plastic, oil, etc)
100 - Head LED lamp

RECOMMENDED RESOURCES

The following is a list of books and Internet pages contain lists of items that one can use for *Doctor Who* tabletop role-playing purposes. I thoroughly recommend them all.

The Doctor's gadgets
http://iaith.tapetrade.net/doctorwho/gadgets.html
Not entirely up to date, but still a comprehensive list of items carried by The Doctor throughout his different incarnations.

The Doctor's items
http://tardis.wikia.com/wiki/Category:The_Doctor's_items

List of Doctor Who items
http://en.wikipedia.org/wiki/List_of_Doctor_Who_items

Basic Roleplaying "The Modern Equipment Catalog" (Chaosium)
This sourcebook is an excellent compendium of rations, tools, equipment, clothing, and weapons as used by modern day police forces, armed forces and special forces; making it an ideal sourcebook for UNIT or Torchwood campaigns. (Available to purchase as a PDF from DrivethruRPG, it can also occasionally be purchased as a paperback from some retailers of RPG books)

Deadlands Reloaded - Smith and Robards' 1880 Catalog (Pinnacle Entertainment)
A comprehensive catalogue of equipment that one might expect to find in an American West steampunk setting, such as The Wild Wild West.

Gaslight Equipment Catalogue (Chaosium)
A compendium of items from Victorian England, including information on their usage. (Available to purchase as a PDF file from DrivethruRPG.)

GURPS "Low Tech" (Steve Jackson Games)
Recently revised and reprinted for the 4th edition of GURPS, Low Tech covers tools, equipment, and weapons from the stone-age to the age of sail.

GURPS "High Tech" (Steve Jackson Games)
Recently revised and reprinted for the 4th edition of GURPS, High Tech covers tools, equipment, and weapons from the 18th century through to the modern age / 21st century.

GURPS "Ultra Tech" (Steve Jackson Games)
Recently revised and reprinted for the 4th edition of GURPS, Ultra Tech covers tools, equipment, and weapons from the near future to the farthest reaches of the imagination.

GURPS Steam-Tech (Steve Jackson Games)
Steam-Tech covers gadgets, machinery, and vehicles one might expect to find in a Steampunk setting or a fantastical Victoriana setting.

Rolemaster "And a ten-foot pole"(ICE / Iron Crown Enterprises)
A comprehensive book of lists, covering food stuffs, tools, equipment, and weapons from the ancients through to the modern day / late 20th century.

Victoriana "Faulkner's Millenary and Miscellanea"(Cubicle 7)
A catalogue of items from Victorian England, circa 1867, including household goods, clothing, weapons, foreign items, clockwork and magical supplies.

Victoriana "The Marvels of Steampunk" (Cubicle 7)
A sourcebook on the subject of Steampunk, including its associated extraordinary gadgetry and vehicles.

RUNNING FASA'S DOCTOR WHO RPG FOR THE FIRST TIME

by Jeff Johnson

visit "Jeffro's Space Gaming Blog" at http://jeffro.wordpress.com/

THE DOCTOR WHO ROLE PLAYING GAME
THE DOCTOR WHO ROLE PLAYING GAME
ADVENTURES THROUGH TIME AND SPACE
fasa

My game was on the convention schedule. My car had made it to the hotel without incident. I was just barely getting over whatever flu it was I had come down with earlier in the week. One of the players I had arranged to meet was not so lucky -- a killer stomach virus had laid him low just as things began to warm up! We'd planned it for Monday morning-- the last day of the convention. I was there right on time, but my heart sank as I realized that few people were going to take a day of work to play role playing games. I was sure I was going to end up with just one player... but then one of the con organizers decided to sit in... and a rabid *Doctor Who* fan wandered in a little later. Three seemed to be a good number for *Doctor Who* gaming, so I was really relieved. The Monday time slot turned out to be a blessing in disguise-- we could all hear each other without having to scream!

I really wanted people to get the full experience of this old rule set, so instead of handing out pre-generated characters, I let everyone work their way through making their own. Now... I'd done this before with Moldvay Basic *D&D* and found out that in a convention environment, a ten minute char-gen procedure took more like half an hour. FASA *Doctor Who* character generation took closer to an hour. This seemed to drag on a bit: the math for allocating skill points seemed to be rather overwhelming until I'd helped them along. I coached them with bits like, "looks like you can get 2 CHA skills at level VI." We got through it, though. It was kind of a gamble, but I think the payoff was that players were immediately invested in the session and (even better) everyone got to play exactly the sort of character they wanted! The players all coordinated together so that each of them could specialize in a different subset of the skills ("Oh... you're getting Streetwise? I'll skip that then").

Now, the premise of the FASA *Doctor Who* game is that the players are all members of the Celestial Intervention Agency. The players do not play characters from the TV show, but other time travelling do-gooder types instead. I don't think too many people appreciate this aspect of the old game, but I've got to say... at the game table, it rocks. Especially when combined with the character generation system. One player played a Time Lord, another wanted to be a Captain Jack type character, and the third player wanted to be a U.N.I.T. science adviser. Character concepts from every incarnation of the *Doctor Who* franchise could play side by side -- and people were free to take inspiration from the TV series without being restricted by it. The overall effect was to create the feel of a totally new spin-off series that the players all had a lot of influence over.

The scenario I put together was based on "The Pirate Planet" episode. I was pretty stoked about this one because it was not only a great Tom Baker episode, but it was also the first one written by Douglas Adams. I changed the time period of the scenario to much earlier than what was shown in the episode and decided that the Celestial Intervention Agency had sent the players off to discover (and possibly rescue) the planet Bandraginus V, which had strangely disappeared. The players were to go back to the time before the disappearance and investigate...

Scene 1

The Time Lord character has to pilot the TARDIS. I made her roll some dice and asked her what she was doing with the synchronic feedback circuit and the multi-loop stabilizer. There were some weird problems in the dematerialization process and the players encountered a time eddy... but they finally made it without getting blown up. I wanted to have the players go to a parallel universe in order to sidestep any potential continuity problems, but I ended up not having to leverage that particular plot point during the session.

Scene 2

I explained that (according to the Encyclopedia Galactica) Bandraginus V was a tropical rain forest world with a Venus-like vapor canopy that helped sustain large amounts of foliage even at the poles. The atmosphere was so dense that respirators are required. The players selected their equipment from the TARDIS's stores (almost anything could conceivably be there) and they stepped out to find... a sprawling medieval looking city and not a tree in sight -- just a brisk wind blowing, grasslands, and barren looking mountain ranges. The local people were richly dressed and seemed not to notice the player-characters. One player explained that this was an artifact of the TARDIS's universal translator circuits. The players set the chameleon circuits to outhouse mode, headed for the tavern and then bought Xanackian ale for everybody with psychic paper money. They talked to some locals and (following the episode very closely) got their first set of clues about what was going on.

Scene 3

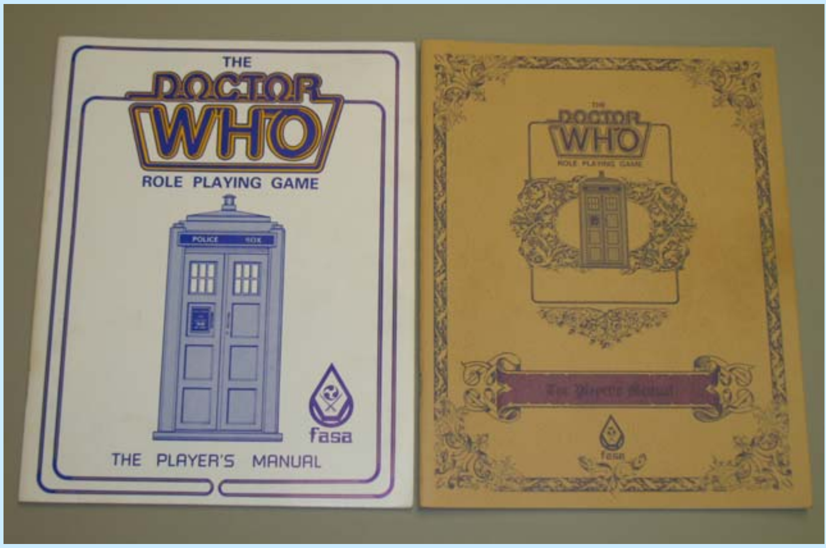
The players decided to head off to the mountaintop fortress they had seen, but along the way they heard screaming from a domicile. They knocked and went inside and after the occupants denied anything strange happening, the screaming began again even louder. The players interrogated Belaton and his wife extensively and examined their obviously ill son. The U.N.I.T. science adviser narrowly made a skill challenge and then was stunned to report that there was nothing physically wrong with the man. The players debated this revelation furiously and then investigated a mysterious pot that seemed to have fallen over by itself in the kitchen. Then the door slammed, and the sick guy was gone!

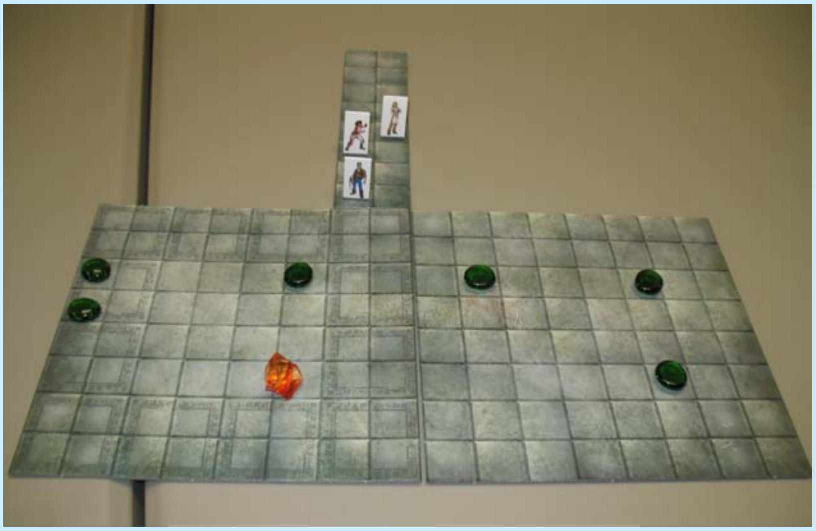
Scene 4

Now this exact scene was referenced as back-story in the original television episode and I was really keen on playing it out. The sick guy was running through the streets when the guard captain showed up with his guards. (I set up the scene with *GURPS Traveller* Cardboard Heroes and *D&D* 4th Edition adventuring tiles.) Without the players to intervene, he would have been shot down on the spot... but the Captain Jack-type character used up all of his Action Points to interpose himself between "The Captain" and the sick guy. "The Captain" said, "by the raging fury of the sky demon!" and then demanded that the players step aside. At this point, the Captain Jack-ish character responded by turning around and shooting the sick guy with his sonic blaster. The players then attempted to bluff "The Captain", but the dice were not with them. "The Captain" ordered the man taken back to the labs for vivisection and the players were ordered to accompany him back to the bridge.

Scene 5

As the players arrived at the mountaintop fortress, the U.N.I.T. science adviser managed to convince the guards that the medical lab really needed his help in the vivisection process. As the unconscious guy was laid out on the table, the adviser pointed out to the doctors that if the vivisection was not handled just right, the patient could actually die! I was very pleased with this because it was some pure Douglas Adams style reasoning that was completely in keeping with the original episode. Meanwhile, "The Captain" ordered the other player-characters to repair his mega-photon discharge link or else be summarily executed. They went to work, and managed to send one guard off to fetch a Wobbleflitchie from Mr Fibuli. They then punched the remaining guard out, and then followed the other one and took care of him, too. The characters then intimidated Mr. Fibuli into revealing just why this mountain fortress was filled to the brim with Transmat devices. Mr. Fibuli accompanied those characters to the sick bay where a brawl broke out. The Captain Jack-type character did the fighting, the Time Lord character used her sonic screwdriver to prevent Mr. Fibuli from triggering an alarm, and the science adviser revived the stunned sick guy. The players then hot-wired an air car and flew away.





AT THE CLIMAX OF THE ADVENTURE

Scene 6

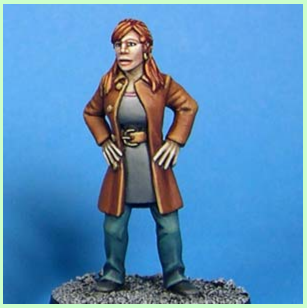
The players took the sick guy where he wanted to go: to the mine complex! Inside it, the players confirmed their theories about what was actually going on and formally met with the Mentiad, which agreed to help them. The players flew back to the mountaintop fortress with the Mentiad tele-skiing behind them. They then stormed the bridge, using the Mentiad's powers as their ace in the hole. The Captain Jack-type character kicked open the door and then fired his stun blaster (set on maximum power) at "The Captain". Not only did the shot hit, but the player rolled perfect double sixes on the energy damage table -- 60 points! I worried that this was perhaps a bit anticlimactic, but the players seemed glad to be rid of the old mass murder. The Time Lord character talked the rest of the bridge crew into following orders... and they fired up the Transmat devices to move everything to the uninhabited desert planet Attica. They then destroyed all the Transmat devices and declared victory.

Well, it took me 25 years or so, but I had finally played FASA *Doctor Who*! I thought that mixing classic *Doctor Who* situations with new series style characters and shticks worked really well on the whole. Seeing the light bulbs go off when they finally put all the pieces together was very exciting. None of the players were familiar with the original episode at all. I was actually kind of envious of them -- they actually got to get inside of it and, in a sense, experience it firsthand.

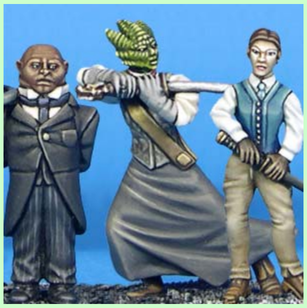
The rules seemed to work well enough at the table -- in practice it is not terribly different from my rules-light *GURPS* games. The players did not seem to either want or need any of the fancy combat options that critics moan about being in the game, however... being able to know exactly how far a character could move during a combat turn was invaluable -- and the tactical setups with grids and figures really made it clear exactly what was going on and gave the players a clear notion as to what they could reasonably do about it. The thing that surprised me the most was in how attached the players seemed to get with their characters. They were just so pleased to be able to play the sort of *Doctor Who* character that they wanted to play, and I doubt I will ever run a game like this with pre-generated characters again.

MINIATURES FROM CROOKED DICE

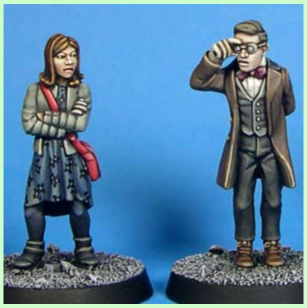
There are a few new miniature figures available from Crooked Dice Studios that are perfect for use with *Doctor Who* games. The Ms. Temple is an excellent figure that could represent Donna Noble and costs a reasonable £4. A new set called “Time Lost Investigators” includes manservant Sachs, Eliza and Genevieve (with Sachs and Eliza each coming with alternate heads) could make a Paternoster gang. Individual figures are £4 (with a $11 deal for the set). Lastly there is a new Tweedy figure that could be used as the 11th Doctor (now with glasses), as well as a new Belle figure (who might make a good Clara stand in). Each costs £4 (but they can be bought as a pair for £7.50).



MS TEMPLE



SACHS, ELIZA, GENEVIEVE

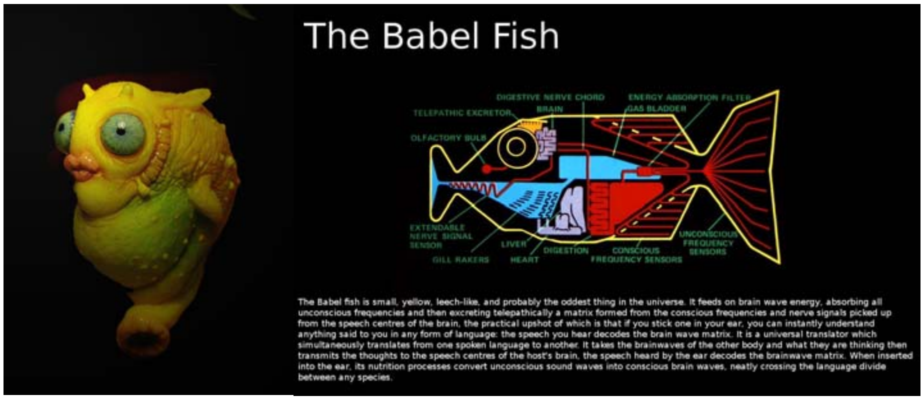


BELLE, TWEEDY 2

HITCHHIKER'S GUIDE TO THE GALAXY GADGET STATS FOR DWAITS

by Jay Libby

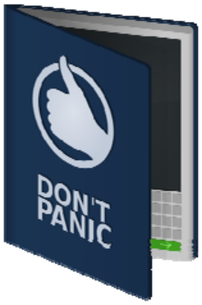
Here is a list of various pieces of equipment that are featured in *The Hitchhiker's Guide to the Galaxy* series, and their stats so that players can use them in their own *Doctor Who-Adventures in Time and Space* RPG games.



The Babel Fish

The Babel fish is small, yellow, leech-like, and probably the oddest thing in the universe. It feeds on brain wave energy, absorbing all unconscious frequencies and then excreting telepathically a matrix formed from the conscious frequencies and nerve signals picked up from the speech centres of the brain, the practical upshot of which is that if you stick one in your ear, you can instantly understand anything said to you in any form of language: the speech you hear decodes the brain wave matrix. It is a universal translator which simultaneously translates from one spoken language to another. It takes the brainwaves of the other body and what they are thinking then transmits the thoughts to the speech centres of the host's brain, the speech heard by the ear decodes the brainwave matrix. When inserted into the ear, its nutrition processes convert unconscious sound waves into conscious brain waves, neatly crossing the language divide between any species.

BABEL FISH
A small leech-like organism that fits into the ear, whose nutrition cycle converts sound waves into brain waves, therefore making any language understandable.
Traits: Universal Translator
Story Points: 1



HITCHHIKER'S GUIDE TO THE GALAXY
This book is a repository of all knowledge across the known universe. It is cheaper than the Encyclopedia Galactica and is known for the back cover which reads "Don't Panic".
Trait: Knowledge (+5 to all Knowledge rolls when using the guide)
Story Points: 2

SUB ETHA SENS-O-MATIC
This device fits on the player's thumb. When activated (by sticking your thumb up) the device sends a signal out to any passing ship. If the ship has a compatible atmosphere the ring will transport the player to that location. It can work for up to two people. It is also used for data transmissions, allowing the user to listen to galactic news or update their Hitchhiker's Guide.
Trait: Teleport, Restriction (Players must consume a couple pints or eat loads of salty peanuts before using or suffer -1 to all Attributes for 1 hour).
Story Points: 2

THINKING CAP
This large hat with a lemon grater on the top was designed to help starship captains focus during stressful times. It offers a boost to Ingenuity for 10 minutes per lemon.
Trait: Ingenuity +2, Restriction (only lasts 10 minutes per lemon)
Story Points: 1

TOWEL
"You should always know where your towel is." This handy dandy tool has many uses: gas mask, rope, whip (Strength+1), blindfold, blankets, shields (1 armor) and other everyday ways.
Trait: Ultra Handy, Fear (+1 to scare stupid aliens)
Story Points: 2

GAME MASTER TIPS: THE AWESOME POWER OF "YES"

by Chris Shaw (Sunyaku)

(Guest contributor from **www.heroesofshadow.com**)

In all role-playing games, the power of a Game Master (GM) to say "yes" to player actions is quite literally the power to make gaming dreams come true. You do not want to squash player dreams, do you?

In this is the sequel to "The Terrible Power of No" from the last issue, we will discuss some of the challenges GMs face by saying "yes". We recommend you read the previous article if you have not already done so.

Never Say Never Again

As a GM, strive to let go of any preconceived notions of how the game should be played, how you would play the game, or how you think players should react to any scenario you introduce. Role-playing is a collaborative gaming experience, and the GM is the facilitator and interpreter in-chief. Facilitators and interpreters do not force people to act in a particular way, they provide an interaction point, and they keep the game moving forward. Sounds simple, right? Sure, it is very simple, but not necessarily easy.

Finding a Path to "Yes"

Strive to say "yes" to all but the most ludicrous requests. If you are cornered and forced to say "no", gently explain why, and let the player ask questions to clarify, talking to the player outside of a session if necessary. Saying "yes" 99.9% of the time can be scary, but soon you will learn why it will all turn out OK. Here is a simple example: A player states, "I found 'such and such' in the game inventory, and I want it for my character." The GMs first task is to carefully evaluate: is the thing mundane, are the players in an area where the thing exists, and do they have the resources or skill to acquire the thing? If so, then the answer is "yes". See? Saying "yes" can be pretty easy. If the players do not meet the requirements to easily say "yes", understand that "no" is still a curse word to be avoided. Instead, provide a path to "yes", such as "The thing is not available here but you could obtain elsewhere..."

I can hear you thinking, "But what if the request is for something that is obscure, rare, overpowered, or I just do not want it in my game world?" Rest assured-- it is not the GM's role to play Santa Claus. A GM reserves the right to make players work for their toys. Again, this is not an occasion for "no", it is a chance for an adventure driven by player desire. From a player perspective, this is something akin to seeing the movie you want to see instead of the movie your friend wants to see. It gives the player a chance to feel special, and do what they want to do. If the other players agree to help pursue the thing, then the hunt is on. After all, work builds character, and it will cause players to treasure the thing all the more when they finally obtain it... or... they may realize the consequences of pursuing the thing are too great and decide to adventure elsewhere.

If you are a GM that is skilled at improvising, you will probably feel comfortable letting the "path to yes" flow freely without taking a break to think too much. However, if thinking on the fly is not something you do well, by all means, call a short bathroom or food break for you to ponder the situation. A few minutes of thoughtfulness is always better than responding with a quick, “uhhh... no”, and over time, this practice will improve your ability to think quickly as a GM. If you take good notes, you can work out the details later, including how to weave the new adventure into whatever major story arc you are running (so players do not wander too far away from your story).

Unleashing the Interpretive Power of “Yes”

Everyone enjoys getting what they want in games, and in life, but both are unpredictable. We are often left with buyer’s remorse. To quote Mr. Spock, “After a time, you may find that having is not so pleasing a thing, after all, as wanting.” This is the hidden truth of the awesome interpretive power of saying “yes” as a GM. Accept the mantra that almost anything is possible, but *you* are in complete control of the relative difficulty of all activities.

If you do not want to give something away, then you do not have to, but recognize that saying “no” stifles the creative juices and desires of your players. Your task as GM is to say “yes”, and evaluate what the players will have to do to accomplish or acquire the thing. And then beyond that, interpret what the consequences of the thing might be. All actions have consequences, and the GM is still the god of consequences. The players might acquire new allies or enemies or be forced to sacrifice something of greater or equal value along the way. Feel comfortable saying yes, understanding that the details and consequences are still completely up to you.

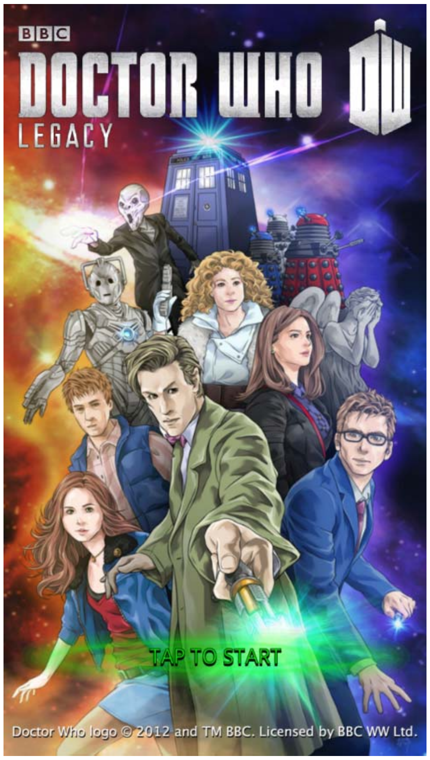
Saying Yes, but Really Saying No

It can be easy to slip into a “yes, but” that is effectively a “no”. A “yes, but” is appropriate for pointing out an obvious consequence the player may have overlooked, but check yourself to make sure that you are not just fabricating additional consequences to justify blocking the player’s request. For example, if a player stated that they wanted to steal a crown off a king’s head in the middle of a public assembly, you should probably remind them that the guards swarming the palace would almost certainly ensure their quick demise, and the death or imprisonment of their allies. However, if a player wanted to steal the crown in general, this is an opportunity to try to find a path to “yes”, with everyone involved understanding that there could be very serious consequences in the game world.

Yes, Yes, Oh God, Yes!

A collaborative gaming experience is a network of relationships, where everyone must learn to give and take. By letting go of “no”, and embracing “yes” you give players the freedom to play the way they want to play, and you opportunistically take their actions as fuel to weave a more fantastical, creative, and enjoyable gaming experience. So learn to say “yes” and dazzle your players with the ensuing awesomeness that unfolds!

Bi-weekly articles and other ***HeroesOfShadow.com*** *updates available via Facebook, Twitter, Google+, or RSS*


BBC
DOCTOR WHO
LEGACY
TAP TO START
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REVIEW: DOCTOR WHO - LEGACY

by Kash Engineer

▮▮▮▮½ of ▮▮▮▮▮

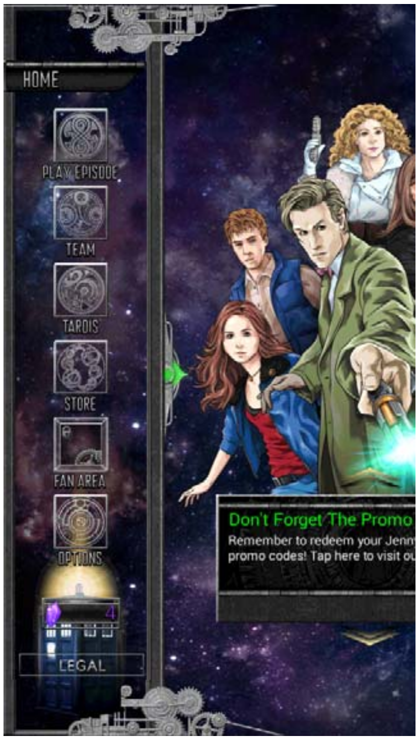
ANDROID APP GAME
TINY REBEL GAMES (2013)
FREE DOWNLOAD AT THE GOOGLE PLAY STORE
FACEBOOK PAGE: https://www.facebook.com/doctorwholegacy

Doctor Who: Legacy is a wonderfully addicting game for the androids users out there. To play, you first select your doctor and the companions you want to help battle the numerous evil foes in your future. The game itself is similar to any matching game *like Candy Crush Saga* or *Bejeweled* but with a twist. Every match you make adds power to a companion (or the Doctor) and allows them to attack! The creatures you face also have a chance to attack you! The villains attack numerous ways by destroying your health or locking some of circles so you cannot use them. The goal is to make it through multiple rounds of creatures to complete a level and continue on your way.

The only reason this game does not receive a perfect 5 TARDIS score is due to the money factor. Although the game is free, getting some new companions or special crystals can cost money. The developers assure that all of the money spent will go right back into the game development, but it can still be a hassle for those who would rather not spend any money to enjoy the experience. A huge bonus the developers give players is the Facebook page for the app. The developers use the page to let gamers know about specials and upcoming features for the game. A great example could be found during the winter holidays when the development team introduced an advent calendar where users could get codes from Facebook to unlock new characters for free. They also created a whole special set of adventure tasks for the holiday season with different creatures to vanquish to rack up character XP!

The game mixes the simplicity of a bubble matching game with the excitement of a *Doctor Who* role playing game and once you start you will find it very hard to stop! The game was also rated as one of the Top 50 Apps of the Year by *The Guardian* newspaper! Overall this is a great game to play!

4½ out of 5 TARDISes.


HOME
PLAY EPISODE
TEAM
TARDIS
STORE
FAN AREA
OPTIONS
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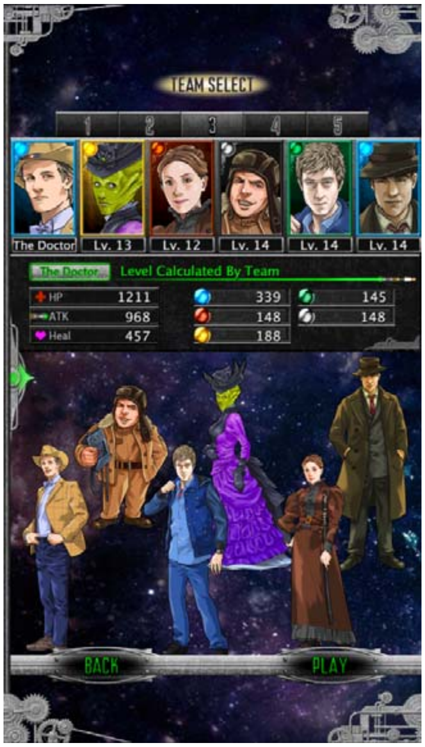
Don't Forget The Promo
Remember to redeem your Jenn
promo codes! Tap here to visit ou

MAIN SELECTION SCREEN


TEAM SELECT
1
2
3
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5
The Doctor
Lv. 13
Lv. 12
Lv. 14
Lv. 14
Lv. 14
The Doctor
Level Calculated By Team
HP 1211
ATK 968
Heal 457
339
148
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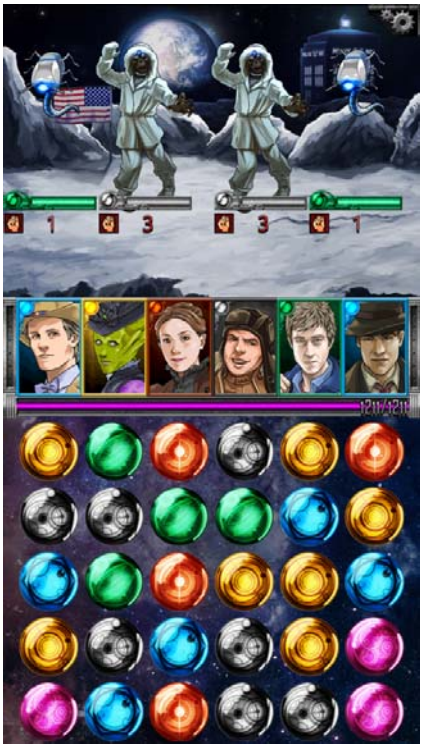
BACK
PLAY

CHARACTER TEAM BEFORE START SCREEN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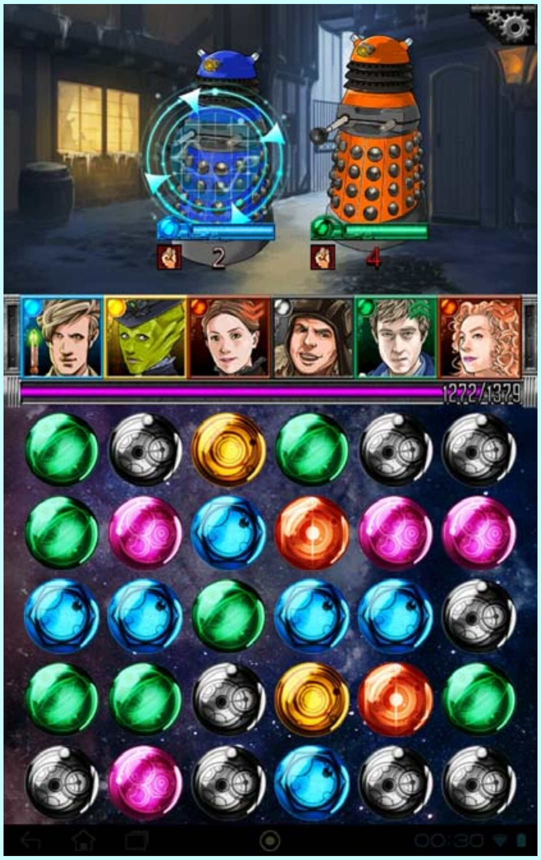
1211/1211

GAME PLAY SCREEN

ANOTHER PERSPECTIVE OF DOCTOR WHO - LEGACY

The android app game *Doctor Who: Legacy* is one of the more enjoyable *Doctor Who* related computer games yet made. The object of the game is to move one of the Gallifreyan symbol balls to another location. By moving that ball it will cause the ball at the next location to swap places. One can move the ball as far as one wants, and by doing long patterns, it will allow a person to put multiple stings of balls together. When there is a string of 3 or more balls all the same color, the balls disappear, and give your characters strength to attack the monsters. The key to the game is to create as many strings of same colored lines of balls as one can. The more this is done the higher one's attack score and the faster the foes are vanquished.

This game play is simple but a great deal of fun. After a fair effort, the player starts to realize that there are combinations of moves that will help align the balls in certain patterns and remove many in a single turn. The amount of re-playability is near endless. Perhaps the largest weakness for the game is that some of the challenges are rather difficult with a new team, and some of the characters are very difficult (if not seemingly impossible) to unlock. A great variety of characters is also welcome. Still, best of all, the game that is free and *Doctor Who* themed. This is exactly what the Doctor ordered!

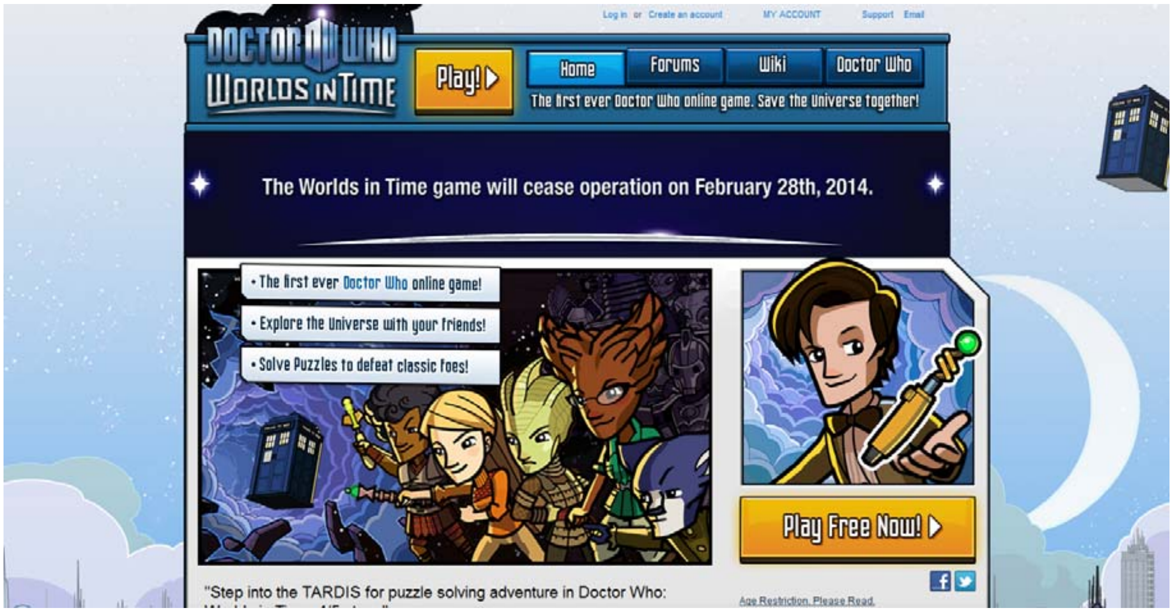


DOCTOR WHO - WORLDS IN TIME TO END

The first online *Doctor Who* MMORPG game, *Doctor Who: Worlds In Time designed by Three Rings,* has now been scheduled to end. A final date for the MMORPG was listed on the game's website (www.doctorwhowit.com) as being 28 February 2014. An e-mail sent to players gave the end date of the game's platform as being 03 March 2014. This is not particularly surprising as the last news update for the game (presenting the new update of challenge mode) was almost a full year earlier on 02 April 2013. Transaction for the game ended on January 14th, though support for the game will continue until the shutdown date, giving players two months to use their accumulated credits or prize incentives.

It seems that lack of support and interest in the platform (along with a sizable license fee that required enough players and income to make the game viable) may have been the reason for the game's demise. No official announcement was made as to why the game is being discontinued.

Our staff found the game to be repetitive and a bit less than engaging. This is never a good sign for a game where one hopes to spend a lot of time engaging in social interaction and adventuring. However, some die hard fans of the game are sad to see this end. From our perspective, the game has its place in *Doctor Who* gaming history.

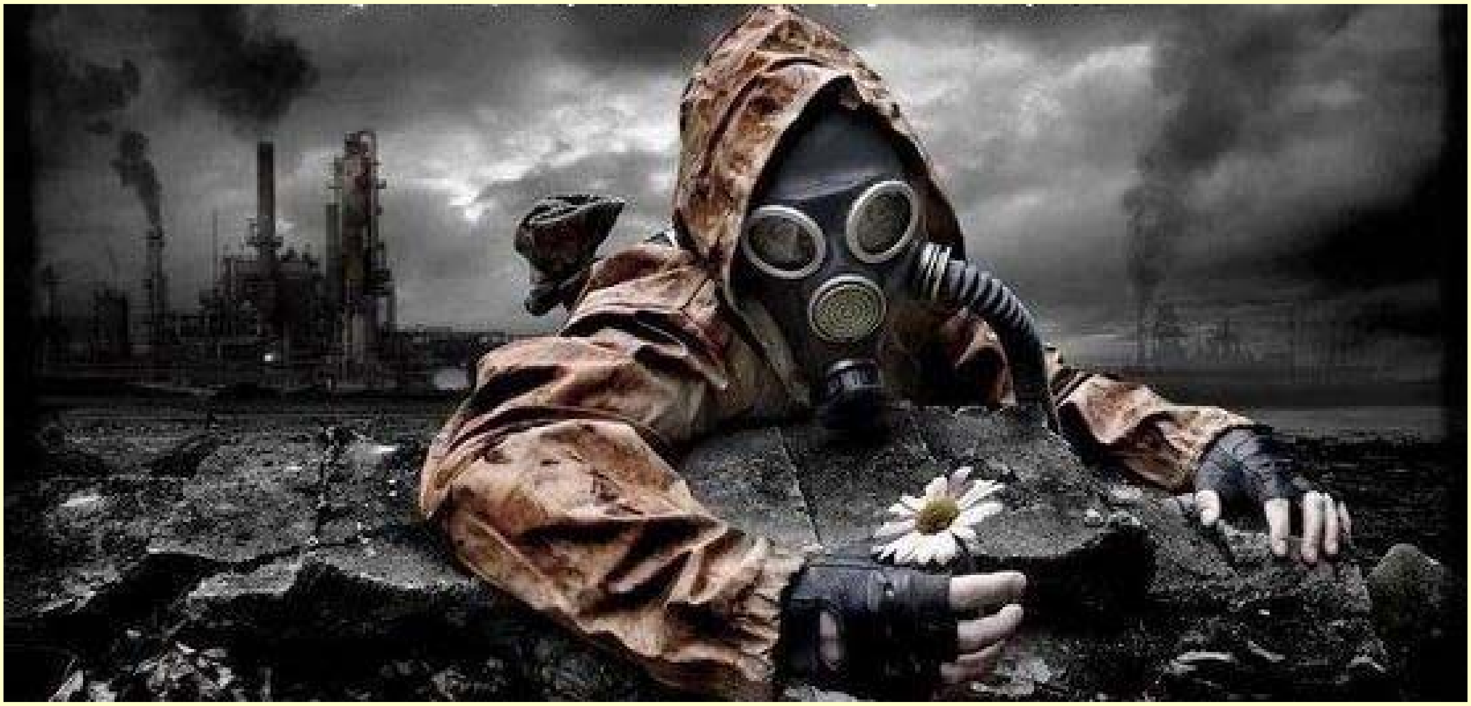


The first ever Doctor Who online game. Save the Universe together!

The Worlds in Time game will cease operation on February 28th, 2014.

- The first ever Doctor Who online game!
- Explore the Universe with your friends!
- Solve Puzzles to defeat classic foes!

"Step into the TARDIS for puzzle solving adventure in Doctor Who:



GAZETTEER: CARCONA

Carcona is an earth-like planet that has suffered from the blight of mass industrialization and exploitation without care for the planet's environment. Because of the large amount of mineral wealth on the planet, Carcona has been heavily mined and in turn numerous factories have been built on the surface of the planet to purify and treat the minerals near to their source. Over the course of the past 250 years, Carcona has slowly decayed into a planet in which the environmental conditions has become so sever that inhabitants cannot go outside without protective clothing and respirators to protect themselves from the acid rain and the chemical laden air. Conditions on the planet are so dangerous for the unprotected that exposure to the natural environment may cause serious health problems within 15 minutes. The rain is so acidic, that exposure of bare skin to water droplets will result in second degree burns after only 5 minutes. While there is a governing structure on the planet to represent the people, the majority of the elected positions are controlled by elected officials that have been supported by the wealthiest corporations and investors on the planet, creating a situation where environmental change and improvement is near impossible. Nearly everyone wants off the planet, but there are few opportunities to leave.

CARCONA ADVENTURE SEEDS

A few quick adventure ideas for this planet that GMs might use…

● Some of the inhabitants of the planet have discovered a flower, that looks like a daisy, on the planet which seems to be able to survive despite the harsh conditions. The flower, also part of a plant that has ample nutrition, seems immune to the devastating environmental effects of the planet. This agricultural hope for the planet could help a new generation of inhabitants, but corporate leaders have heard about the find and have sent a security team to either confiscate the find for their own exploitation or destroy all the flowers.

● A human-sized cloud of dark soot has been moving about one of the cities. Contact with it has resulted in the deaths of some of the inhabitants. Many believe because the soot has been clogging the respiratory units of those nearby. It turns out that the swirling soot cloud is actually an alien life form that has landed here are stalks its prey. The sooty conditions of the planet allow it to move nearly undetected and the characters will need to fin it before it propagates itself and the alien populations grows.

● The corporation on the planet that provides the protective masks decides that it wants to declare bankruptcy in an effort to protect profits, so in turn it raises the cost of breathing units to an unmanageable rate. As people start to die as filters are priced out of the hands of the people, a crisis looms. The players need to help.

SIMPLER AND FASTER DAMAGE RULES FOR DWAITS

by Brian Swift

BBC
DOCTOR WHO
ADVENTURES IN TIME AND SPACE THE ROLEPLAYING GAME

The *Doctor Who-Adventures in Time and Space* RPG damage system is nice idea, but six condition tracks for each combatant is a nightmare to keep track of. We present for you here a much simpler and faster damage rule set that can be used to speed up combat in DWAiTS games. If it looks similar to West End's D6 damage rules there a very good reason for that.

First, one might see that counting 'Yes But' as full 'Yes' result and 'No But' as a full 'No' speeds up combat a lot. One should still increase the damage for 'Fantastic' results. One's mileage may vary. Reminder – "L" Damage generally equals 10+ damage.

Concerning how damage is applied. Just compare the weapons damage [modified for degrees of successes as per the rule book] and compare it to the target's Strength+Toughness+Armor. If the damage is less then that total then the target takes no damage [or possibly only cosmetic damage, like a hole in one's scarf].

If the damage is higher, count how much higher and use the following chart...

DAMAGE EFFECT *(based on how many points over strength + armor)*

0	Dazed (-2 to all rolls for 1 turn)
1-2	Wounded (-2 to all rolls until healed)
3-4	Incapacitated (target is Unconscious and -4 to rolls till healed)
5-6	Mortally Wounded (Dying slowly, 15 difficulty to stabilize and -6 to rolls till healed)
7+	Dead

This makes things fast and simple. Compare the Damage to the Strength (with modifiers) and you can instantly see where they are on the track. If a target is already Wounded, just advance them to Incapacitated when they take another wound. There is only a few different would levels to keep track of. One might make up a bunch of "Dazed, Wounded, Incapacitated, etc.." sticky notes to slap on to the character sheets of anyone who takes damage.

Obviously, since the method of recording damage is different the healing and first aid rules have to be revised. The following should result in approximately the same healing times as the original rules.

CHARACTERS OFTEN FIND THEMSELVES IN CONFLICT

First aid can be tried on any new wound ONCE to raise the PC to a better level of health.

FIRST AID DIFFICULTIES *(Can only be done once per wound)*

12	Reduces the modifiers by 1 point
15	Drops Wounded to Healed
21	Drops Incapacitated to Wounded (difficulty 12 to wake up)
28	Reduce Mortal Wound to Incapacitated

Just stabilizing a Mortal Wounded person so they do not die is a 15 difficulty.

FIRST AID MODIFIERS

* Gallifreyan Medical Packs give a +1 or a Medicine Skill of 4 (used instead of skill)
* TL 5 Hospital has 3 Story Points to spend on Medicine Rolls, also doubles healing rate.
* TL 10 medical facilities (such as in a TARDIS) give a +3 Medicine Skill and will have Healing Acceleration Drugs (see below).

HEALING TIMES

- Wounded Must heal 12 days (-2 off each attribute)
- Incapacitated Must heal 24 days (-4 off each attribute)
- Mortally Wounded Must heal 36 days (-6 off each attribute)

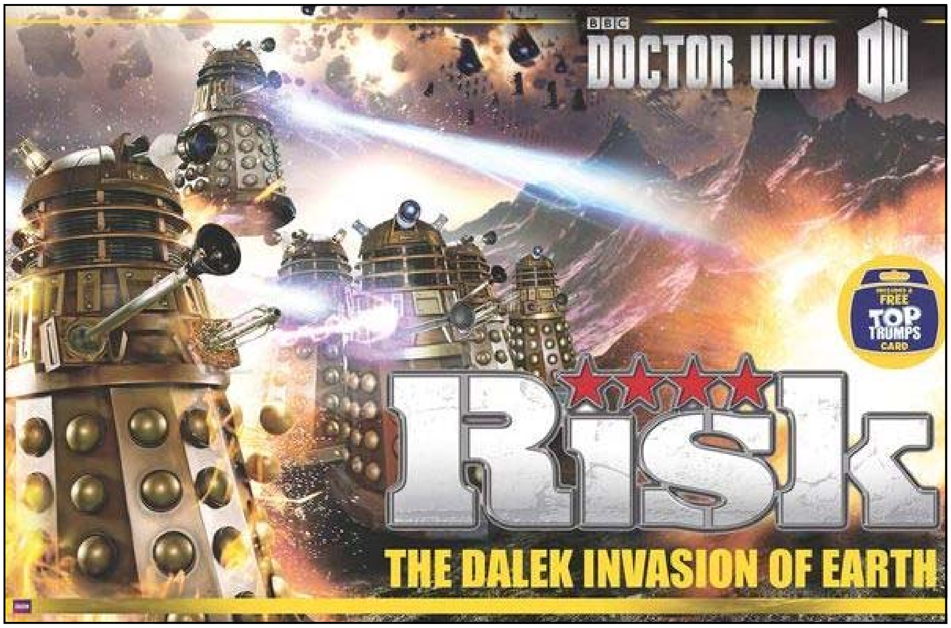
HEALING RATE MODIFIERS

- Being in a Hospital cuts healing time by factor of 2
- Gallifreyan Healing Acceleration Drugs cuts time by factor of 3 (but you are unconscious)
- Minor Fast Healing Trait cuts healing time by factor of 4
- Gallifreyan Healing Trance cuts healing time by factor of 12
- Major Fast Healing Trait cuts healing time by factor of 24
- Special Fast Healing Trait cuts healing time by factor of 1440 [ex. CPT Jack heals in 2 minutes]

While healing is about as complicated as the old system, the GM usually has time to look up a table and do some basic calculations during the hours or days healing will take. The real gain in speed is in how damage is taken and recorded, and that is where the GM wants things to be as fast and simple as possible.

DOCTOR WHO RISK GAME RELEASED

December 2013 saw the release of the popular family-style wargame *Risk* released in a special *Doctor Who* edition that is called *Risk: The Dalek Invasion of Earth*. The game makes the players faction in the Dalek invasion of Earth. Players can be one of the three standard Dalek armies, or one of the two new Dalek Paradigm armies. The game plays very similar to a standard game of risk with a few exceptions. There are special power cards that if completed will either give the players army additional Dalek forces, or make them lose a number of armies. The game is dedicated to a specific number of turns, in which the players must confront the Doctor who interferes with their plans each turn. Because of this the game is limited to a certain number of turns (though the game can be played like a regular game of *Risk* as well). Currently available in the UK.



GAMING SEASONS: THE TROUGHTON YEARS

by Siskoid

This issue continues a series of articles by blog master Siskoid, in which he takes us through the Doctor Who series as if it had been played at the tabletop gaming table. Included here are the set-up, the characters, and a game play by play summary as well as stats for the various significant featured villains or monsters as they were encountered. As the original set of articles was written with the Doctor Who—Adventures in Time and Space Rules in mind, we have kept this style for all the articles, rather than including stats for the previous RPGs. Best of all, after the write up, this article gives us high quality reprints of the Characters sheets made for this game, as well as a blank character sheet that players can use to give their game a retro feel.

Gaming Seasons: The Troughton Years

What if *Doctor Who* - the show - was a weekly role-playing game? This series of articles re-imagines as just that, season by season, using Cubicle 7's Doctor *Who-Adventures in Time and Space* RPG. What might we learn from playing *Doctor Who* from the source itself? This is the second chapter, the Troughton years.

DOCTOR WHO
ADVENTURES IN TIME AND SPACE
NAME
PLAYER
ATTRIBUTES
AWARENESS
COORDINATION
INGENUITY
PRESENCE
RESOLVE
STRENGTH
BIO-DATA EXTRACT
APPEARANCE
PERSONAL GOAL
PERSONALITY
BACKGROUND
SKILLS
ATHLETICS
CONVINCE
CRAFT
FIGHTING
KNOWLEDGE
MARKSMAN
MEDICINE
SCIENCE
SUBTERFUGE
SURVIVAL
TECHNOLOGY
TRANSPORT
CHARACTER SHEET
STORY POINTS
EQUIPMENT
TRAITS
HOME TECH LEVEL

SEASON 4

THE GM

Gerry just lost his Time Lord player, and his task is to replace him with someone who fits his vision for the rest of the season he has planned out. That vision? Taking things away from the Lost-in-Time campaign style in favor of a more monster-based approach. As the season progresses, he will trot out new enemies and use old ones, creating a cast of characters in each environment for the monsters to kill and for the Doctor to save. He think he's found the right guy to take over the Doctor role, a player known for his eccentric characters...

THE CHARACTERS

- Pat will be replacing Billy at the table, and using the regeneration rules in the rule book, he's agreed to continue the Doctor. Keeping the essential nature of the character as Billy developed it - a man of mystery with an insatiable curiosity, a sharp scientific mind and an eccentric absent-mindedness - but throwing in his own ideas as well. His younger Doctor will be frumpy and chaotic where Billy's spoke to the establishment, and energetic where Billy's was more wizened. Basically, his idea is to make the Doctor into a disarming clown hiding his keen genius.
- Anneke still plays Polly and it is too early to change anything about her portrayal of a sassy, 60s secretary. For fun, she offers to make tea or coffee for the group whenever Polly does for the characters. After Story Points again, Anneke?
- Michael's Ben is in the same situation (minus the coffee), but he will be the one itching to leave once another companion is introduced mid-season. Not that he and Frazer do not get along, but their similar skill sets means he feels less useful in the group.
- For Frazer's story and character, see “The Highlanders”, below.

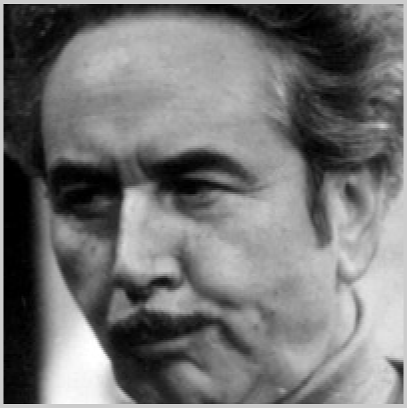
THE STORY CONTINUES...

“The Power of the Daleks”- Pat's first story and Gerry is determined to make it a memorable one. First, he brings back the Daleks which he is assured by other GMs is the best enemy the campaign every produced, but he gives them an unusual spin. Second, he does not inform Anneke and Michael about the regeneration rules, so they spend a fair bit of the first few sessions wondering if this new player is really the Doctor or what. Pat decides not to give them easy answers and in his eccentricities, is basically throwing everything at the wall to see what sticks - a fascination with funny hats, annoying recorder music (a prop he has brought himself), and an anarchic spirit that bounces off well against the authorities Gerry invariably puts in charge of his environments. Pat quickly finds a talent as the detective of the group and is quick to adopt false identities, fast talking himself into NPCs' good (or really, neutral) graces.

"The Highlanders" - Still following the mold crafted by previous Game Masters, Gerry alternates future stories with historicals, but he is not sure why he has to. This will be his last, at least without a monster in it. Now, the role-playing club all these guys belong to has many players who like to slum it as guest stars, and GMs are usually more than happy to oblige. Frazer is a friend of Pat's who comes in to play such a role, that of Jamie the Highland piper, and he has so much fun, he soon asks Gerry if he can stick around as a regular. Not realizing this might impact Michael's character (designed at a time when he would be the only physically able character, but even the Doctor does not need as much help there), Gerry agrees and no one objects.

"The Underwater Menace" - The next story is a bit on the crazy side. Atlantis in the present day, with ancient cultists side by side with mad scientists and genetically-engineered fish people. It is an over-the-top pulp adventure that perhaps goes a little too far, but hey, everyone's having fun. Gerry's talent for accents comes in handy for playing Zaroff, an almost too mad scientist.

ZAROFF
Attributes: Awareness 3, Coordination 2, Ingenuity 5, Presence 4, Resolve 4, Strength 3
Skills: Convince 3, Knowledge 2, Marksman 2, Medicine 2, Science 5 (+2 Food production, +2 Geothermics, +2 Mad Science), Subterfuge 1, Technology 4
Traits: Technically Adept, Voice of Authority; Dark Secret (seeking the Apocalypse), Eccentric/Megalomaniac, Eccentric/Nihilist, Eccentric/Totally insane!; Insatiable Curiosity; Obsession (Major - destroy the world because he can).
Story Points: 12
Home Tech Level: 5 (but Zaroff's scientific know-how is equivalent to TL 6)
Equipment: Handgun [2/5/7]



"The Moonbase" - The Cybermen are Gerry's babies and he is intent on bringing them back. However, he knows his drawings and voice for them were rather ridiculous, so he has another go. The setting is another of his internationally-manned bases (accents let you know which NPC is speaking!)... on the Moon! The plot is pretty straightforward, but the players do rather well with it, using what is in the environment (solvents, the graviton) to defeat the cyber-threat. Gerry's drawings of the Cybermen may have improved - those he made for "The Tenth Planet" were pretty silly - but his base uniforms have finally created a hat Pat's Doctor does not want to try out.

"The Macra Terror" - Time for a little experimentation, so Gerry recorded some fascist little jingles to play regularly over his sessions in the Colony, a utopia highly influenced by Orwell's *1984*. Of course, he cannot help putting monsters behind the Big Brother figure, giant mind-controlling crabs called the Macra. Pat really hits his stride as a force for anarchy in this one, which really encourages Gerry to play up bureaucratic impediments in the next game.

"The Faceless Ones" - He goes a bit too far however, and his pedantic bureaucrats frustrate the players more than charm them. Gerry does not score many points which his Chameleons either, whose trademark flat tones make them rather dull. After the first session, Michael announces he is leaving the group to concentrate on other things, and Anneke decides to leave with him out of loyalty. They really did come as a matching pair. In the short term, Gerry writes them out after only one other session, and they make a short return, mostly as observers, in the last part of the story to say their goodbyes. Another player, Pauline, makes a quick character called Samantha Briggs in the Polly mold, but at the end of the story, decides not to stick with it. It was fun, but she does not have the kind of time necessary to play on a regular basis.

TYPICAL CHAMELEON

Attributes: Awareness 2, Coordination 3, Ingenuity 3, Presence 2, Resolve 3, Strength 3

Skills: Convince 3, Marksman 2, Medicine 2, Science 4, Subterfuge 1, Technology 3, Transport 3

Traits in Alien form: Alien; Alien Appearance, Eccentric/Megalomaniac (Chameleons believe they are the most intelligent race in the universe), Fear Factor +1, Shapeshift (Minor - the process requires the help of technology, medical supervision, and the target human who must then be placed in stasis), Weakness (not meant to breathe Earth's atmosphere, they require "pressure treatments" to live here for a limited time)

Traits in human form: Dependency (if the device they wear to connect them to their "originals" is turned off, or if their "originals" are awakened, Chameleons are destroyed), Eccentric/Megalomaniac, Special: Chameleons gain all the memories of their "originals" (if their "original" has any Skill higher than the Chameleon's, raise that Skill to the "original"'s level). **Story Points:** 3-5

Home Tech Level: 7

Equipment: Electric raygun [4/L/L], Freeze pen [No range; -/S/S]

"The Evil of the Daleks" - Still with no third player in sight, Pat and Frazer get to do everything in the last story of the season. Past seasons often ended with whatever story was conceived last, but GM Gerry believes in big, flashy season finales. Starting in the present with the theft of the TARDIS, he sends the players back to the Victorian era and then to a far future Skaro for a final confrontation with the Daleks. Pat and Frazer find the time to play-act conflict between their characters (because the Daleks strong-arm the Doctor into hiding information from Jamie) and the GM allows events to lead to the destruction of the Daleks. (Future GMs will accuse him of just wanting to push his Cybermen as the new big enemy of the campaign, but Pat will always defend the move, requiring them to keep the Daleks out of the plans.) And what about Victoria, the Daleks' prisoner? Well, there is this potential player called Debbie - who may have a flirtation with Frazer, if that explains anything - who comes over during this story just to observe. At the end of the season, she agrees to play, but no, she does not want to make her own character. That Victoria Waterfield NPC she "test-drove" for a session will do (she may well be a fan of Jane Austen). But Gerry will not be there to see the character develop, as he has decided to leave the group.

SEASON 5

THE GM

The best way to imagine the *Doctor Who* campaign's set-up at this point is as a role-playing club that can draw on a pool of Game Masters and players who would otherwise be working on other games. In the wake of Gerry's departure, the game's fifth season is about a search for a consistent GM. Victor gets things rolling with a first story, but it was only ever going to be a one-shot deal. Peter takes over after that for three stories, introducing a couple of new threats the players responded so well to, they are bound to make a comeback. And Derrick finished the season with three more stories, in his case bringing BACK old monsters already used this season. If there is a repetitiveness to the plots, it is in part because new GMs are always trying to get their footing by using tried and tested tropes, and even monsters. The latter at least helps build the game world's mythology.

THE CHARACTERS

- In Pat's second year playing the Doctor, he will get away from some of his sillier eccentricities, talking less about hats and only rarely bringing his flute to game sessions. Part of it is having to step up as more of a hero figure because the character of Victoria Waterfield is not nearly as independent as the Polly and Ben duo was, and another part of it is a lack of motivation brought on by normal fatigue. Pat actually misses a couple sessions this year. Something that's working well is his chemistry with Frazer, and these two are having a ball sparking off each other.
- With Ben and Polly gone, Frazer has room to make Jamie a lot more heroic and willful. Fewer people around the table seems to be a good thing, though the GM sometimes has to charge Story Points for some of the anachronistic

things Frazer wants to do with his 18th-century Highlander. Like Pat's, his character adopts a protective stance towards Victoria, but perhaps puts a bit more in the way of adolescent pangs into it, though they never really play a romantic relationship there.

- Debbie basically inherited the Victoria Waterfield character from the GM, an NPC designed as a damsel in distress that she got to control for her introductory session. Interested in Victorianism, Debbie fiddled with some of the skills, but kept the character wholesale. Unfortunately, the original design always showed through and made Victoria act like an NPC a lot of the time, more damsel in distress than protagonist. Good for accumulating Story Points, but ultimately not all that interesting to play. The player strategy would eventually have important consequences, creating an opportunity to quit the game, which Debbie seized upon, giving another player her slot to fill (keep reading).

THE ADVENTURES

"The Tomb of the Cybermen" - Victor's one story brings back the Cybermen in a riff on *Curse of the Mummy* stories, essentially putting the characters in a "dungeon" filled with traps. The game imagines the future of the Cybermen and gives them a more powerful leader type, the Cyber Controller, and metal familiars, the Cybermats. The previous GM may have invented them, but other GMs are now embracing them and adding to them like others have done with the Daleks.

CYBER CONTROLLER

Attributes: Awareness 4, Coordination 3, Ingenuity 5, Presence 4, Resolve 6, Strength 9

Skills: Convince 3, Fighting 4, Knowledge 1, Marksman 2, Medicine 3, Science 5, Subterfuge 1, Technology 6

Traits: Cyborg; Armour (10), Dependency (Minor - must recharge periodically in a special booth) , Eccentric/No emotions, Fear Factor +3, Natural Weapon (Electrical charge S[4/L/L]), Hypnosis (Major).

Story Points: 10

Home Tech Level: 6

"The Abominable Snowmen" - In taking over the campaign for a semester, Peter wants to try out two new monster designs. The first is the Yeti, robot versions of the legendary Himalayan

knowledge of Buddhism and his experience with the *Call of Cthulhu* RPG to bear in this adventure set in a Tibetan monastery. By this time, the players are used to continuity plug-ins justified by the Doctor's long life span, so starting adventures with an ancient artifact, already in the TARDIS, that must be returned to the monastery is par for the course. To increase the creep factor, Peter does a fair split personality bit with the character of the possessed master, and takes Debbie out of the room to give her hypnosis directives to increase the other players' paranoia.

YETI

Attributes: Awareness 2, Coordination 2, Ingenuity 1, Presence 3, Resolve 1, Strength 7

Skills: Athletics 1, Fighting 3, Marksman 2, Subterfuge 1, Technology 2

Traits: Robot; Armour (5); Fear Factor +1; Natural Weapons (Claws (+2); Networked; Slow (Minor); Weakness (Major - Control sphere: If the sphere is removed from their chests, the Yeti becomes inactive and can be reprogrammed).

Story Points: 2-4

Home Tech Level: 5

Equipment: Web-Gun (targets hit are entangled and can only free themselves is a Hard Resolve+Strength task; suffocation rules apply; the web can absorb energy and explosions like a force field) ["The Web of Fear " onward]

"The Ice Warriors" - Peter's other idea is the Ice Warriors, warlike Martians found preserved in a glacier overrunning the Earth. He is also thinking about how to make the games deeper, so a theme of man versus machine is built into it, and though the monsters are the main threat, the humans and their inability to act without their computer's instructions should not be discounted. Frazer has a scare when an Ice Warrior weapon paralyzes him from the waist down, but the GM has no intention to make that permanent.

TYPICAL ICE WARRIOR

Attributes: Awareness 3, Coordination 2, Ingenuity 2, Presence 3, Resolve 4, Strength 8
Skills: Athletics 1, Fighting 4, Marksman 4, Science 1, Subterfuge 1, Survival 3, Technology 2, Transport 1
Traits: Alien; Alien Appearance (Minor); Armour (10); Code of Honour (Ice Warriors pay their debts and feel the need to balance the books); Environmental (Minor - cold); Fear Factor +2; Natural Weapon: Clamps (+2); Natural Weapon (Sonic Gun M[4/L/L]); Slow (Minor); Weakness (Minor - Low manual dexterity, they are -2 to relevant tasks); Weakness (Major - Heat, -4 penalty in such environments and suffer +4 damage from heat based weapons).
Story Points: 3-6
Home Tech Level: 6

"The Enemy of the World" - Out of monster ideas, Peter tries something else - a mad scientist story where - twist! - the bad guy, Salamander, looks just like the Doctor. Truth be told, the GM's done everything he wanted to with *Doctor Who*, and is moving on to a high-espionage type game à la James Bond 007. Except he *has not* moved on. Cooperative to the last, his players accept the infiltration mission the NPCs give them, but itis an ill fit for the rest of the campaign, and the players will later be heard to remark they were not really in character there. Interesting wrinkle: Pat asks if he can play the part of the villain, since they look so much alike. The GM agrees if the Doctor finds a reason to sit out of the action for most of play and pays for any conclusions drawn from out-of-character information he learns with Story Points. Feeding him pertinent information as they go along, it gives Pat a chance to play (with an accent!) different scenes as a manipulative heavy, which he greatly enjoys. There's a fun confusion when the other players think he's one and not the other (passing notes and having discussions outside the room helps), but having a player controlling the villain does have some strange effects. For example, where the GM might have killed Salamander in the final cave-in, Pat makes the rolls for him to survive so he can escape and infiltrate the TARDIS! The GM's solution to have the TARDIS take off with its door open and suck out the character was a bit of an anti-climax, but Peter wanted to tie things up before leaving the reigns to the next guy.

"The Web of Fear" - Having discussed the season to date with Peter, Derrick decides to bring back the Yeti (not sure his drawings are any less cute than Peter's though) and the Great Intelligence. He set the story in the London underground 40 years after the first, and even reuses the character of Travers. His ideas are of variable quality: Dimming the lights (good), giving the Yeti web-gun (weird), and giving Travers a scientist daughter (unfortunately bad for Frazer and Debbie who have less to do). This last effect is compounded by the mid-game arrival of guest player Nick as Colonel Lethbridge-Stewart, who does a great stiff upper lip bit and becomes a quick ally of the main PCs (though since he was suddenly brought in by the GM, he is suspected of being a mole). Nick had previous played a semi-companion back in Season 3, then promised to play again when he could find the time. To raise the tension, the GM uses a black marker to scratch out sections of the London underground being invaded by the Intelligence's fungus, making it close in on the players with each successive scene.

"Fury From the Deep" - Derrick continues to shine in the atmosphere department, this time bringing sound into the mix, a looped heartbeat that comes up every time the monster arrives. That monster is Derrick's first original creation, a sort of telepathic seaweed that takes control of people and turns them into gas expellers (man, you do *not* want to see Derrick mime that stuff, it is CREEPY!). He is playing a bit rough however, and Debbie in particular gets the brunt of it having to spend Story Points to bring herself back from the dead after she has been sniped, gassed and foamed. That adds a level of Unadventurousness to her character sheet, from which point she starts to play the trait to the hilt, fully intending to leave the group to respect her character's "death". Derrick at least provides a happy ending for the more positive NPCs, giving her a home away from the TARDIS. But who will replace her?

The Wheel in Space - Stepping up to take Debbie's place is Wendy. Her character idea is girl from the future called Zoe who is almost a living computer, quite good with facts and figures, but emotionally stunted (more oblivious than robotic). The GM quickly builds an adventure scenario around the concept, using a monster on hand - Cybermen again - and a space station under fire. Zoe appears in the second session as her character sheet is finalized, and she immediately sparks off Jamie, their two players having great fun playing up their very different origins and world views (sadly, it is one of those sessions Pat had to miss). Of course, this change of direction to introduce a new companion has taken its toll on the GM. The story is not very well thought out, the Cybermen are badly used, and the NPCs rather lackluster. Let us just say Derrick is not very good at improvising.

CYBERMAT
Attributes: Awareness 2, Coordination 3, Ingenuity 1, Presence 2, Resolve 2, Strength 1
Skills: Marksman 1, Subterfuge 1
Traits: Robot; Armour (5); Natural Weapon (Energy sting S[3/7/10]); Size (Tiny); Weakness (Major - Electromagnetic fields); Miscellaneous (Cybermats are able to oxidize (destroy) certain metal alloys).
Story Points: 1-2
Home Tech Level: 6

SEASON 6

THE GMs

In the past couple seasons, the group had trouble keeping a steady Game Master. Because the present GM, Derrick, knows he will be unable to keep to a schedule, he brings in his friend Terry to GM, as it turns out, more than half the games. They even collaborate on overall story arcs and season structure. They make a good team, but Terry will end up inheriting the whole kit and caboodle, which is fine by him because his schedule is pretty open. He even shows up at games he is not GMing, just to track the action and enjoy the show.

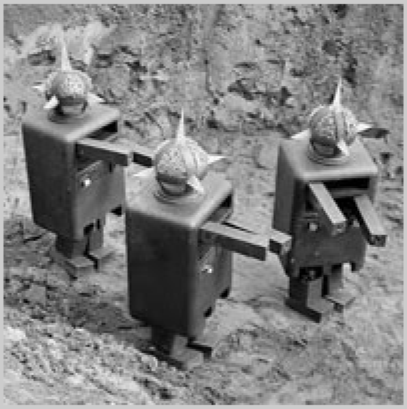
THE CHARACTERS

- Because of family commitments, Pat has decided this will be his last year. Though the sessions are short and punchy, it is still a weekly thing for more than 9 months out of the year. He just cannot keep doing it, not that he is not giving it his all.
- Frazer thought about leaving before the new season began, but Pat convinced to stay another year so they could leave together. There were other games Frazer wanted to get into, but because he is having fun playing with Pat, he will stay. He dumps a point into Jamie's Technology skill, as a sign that he has been traveling a long time and to make it easier to interact with post-18th century environments.
- Wendy's the fresh face around here and she brings a new energy to the player dynamic. Because her character is brainier, she and Pat have their characters bond, and Frazer gets to play the jealous pupil, annoyed at the teacher's new pet.

"The Dominators" - In his first scenario, Derrick tries to create new enemies for the Doctor after spending much of his time last year using old ones. Neither the Dominators nor their Quarks are too successful, partly because the GM fails to give them proper personalities. He is trying to make the story a satire of hippie culture, but it is a silly theme and the characters are too much in its service. It allows the players to get back into their characters' skins after summer break, but little else.

TYPICAL DOMINATOR
Attributes: Awareness 3, Coordination 3, Ingenuity 4, Presence 4, Resolve 5, Strength 3
Skills: Convince 1, Knowledge 2, Marksman 1, Medicine 2, Science 3, Technology 3, Transport 3
Traits: Alien, Alien Appearance (Minor), Eccentric/Emotionless (Major), Voice of Authority; and choose from Argumentative and By the Book.
Story Points: 4-8
Home Tech Level: 7
Equipment: Armoured shell [5 points protecting the back, neck and shoulders]

QUARK
Attributes: Awareness 3, Coordination 1, Ingenuity 1, Presence 1, Resolve 3, Strength 2
Skills: Marksman 4, Science 2, Technology 3
Traits: Robot, Armour [5 points], Natural Weapon (x2 Disruptors L[4/L/L]), Networked, Scan; Restriction (Power Limits - Quarks need to be recharged after extended use); Special (Equipment can be plugged into Quarks to share their power source); Special (The Quarks' presence disrupts normal communication devices).
Story Points: 1-2
Home Tech Level: 7



"The Mind Robber" - Seeing as his last two SF stories have lacked luster, and that he has no interest in historicals, Derrick tries something completely new - a sort of storybook fantasy. The TARDIS blowing up, an empty void, alchemical word transformations, mythical monsters, characters from literature... he throws it all in there, and even goes the extra step in making Gulliver only speak in words from the book, one of his favorites. It is completely insane, and yet, just what the doctor (small "d") asked for to get the group out of an early rut. Frazer gets chicken pox during this batch of sessions and a friend, Hamish, comes in to try the game and play Jamie. They even find a cute way to explain the discrepancies in performance by letting the Doctor screw up a puzzle that reconstitutes Jamie's face.

"The Invasion" - Derrick and Terry have been talking and together they work out this story, which is nominally about the return of the Cybermen, but is really a second attempt at a new format for this long-running campaign. Last year, Derrick toyed with the idea of the Doctor working with scientists and military men against alien threats in the present day (in "The Web of Fear"). This time, he and Terry have devised an organization called UNIT that would deal with such threats specifically, and with which the Doctor might work. Nick returns as Lethbridge-Stewart for these sessions, promoted to Brigadier in charge of UNIT. They also bring in shy player John to play one of the UNIT men, Corporal Benton, and another new player, Sally, to play Isobel Watkins, a fashion photographer who gets mixed up in the story (a terrible character, we are well afraid, sorry Sally). The Doctor's had present-day invasion stories before. The real experiment is whether a larger group of players can be accommodated by this format. There are perhaps too many people around the table, but it shows promise, maybe with some more tinkering. What is a complete success is Terry as Game Master. While the players are fine with seeing the Cybermen again, they love his human villains and the scenario's high stakes.

"The Krotons" - GMing is more than running sessions, it is also prep work. And sometimes, you just do not have enough of time to do both well. It was supposed to be Derrick's turn, but he just could not make it. Terry's quick attempt at saving those sessions is a bit of a failure, with badly-drawn aliens that give the Quarks a run for their money. By this point though, the players have so much fun with their characters that the plot hardly matters anymore.

KROTON

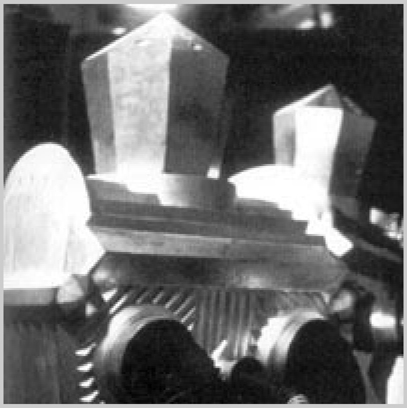
Attributes: Awareness 2, Coordination 2, Ingenuity 3, Presence 3, Resolve 4, Strength 7

Skills: Fighting 2, Knowledge 2, Marksman 2, Science 2, Subterfuge 3, Technology 2, Transport 2

Traits: Alien, Alien Appearance (Major), Armour (5 points), By the Book, Dependency (Major - Neural Energy, Krotons must rejuvenate themselves periodically by draining others' brain power), Fast Healing (Major), Weakness (Major - Acid), Weakness (Minor – Light, Krotons must be guided remotely when adventuring out into the sunlight).

Story Points: 4-6

Home Tech Level: 7



"The Seeds of Death" - Terry returns to what worked in his first adventure and brings back an old enemy - the Ice Warriors. He also creates T-Mat, a teleporting technology that might be useful to him later and to other GMs down the road. Again the stakes are high, and to make his NPCs a little deeper, he creates tense "cut scenes" on the Moonbase as the PCs try to get there.

"The Space Pirates" - Derrick takes his final turn with a space opera story he animates with little models at the table, but after the first session, players start to roll their eyes at the device. Early on, the GM gets good paranoia going about who is a baddie and who is a goodie, but ultimately, the players are just bystanders in the story he is telling. They are tired, he is tired, and it shows. Where is that young buck Terry and *his* energy?

"The War Games" - With 10 sessions left on the clock, and Derrick opting out entirely, Terry decides to make these sessions one big, final story. Because he knows all the players will leave the game after this (Wendy wants to leave her options open, but decides to play with the finale as hers too), he wants it to be epic, important, nostalgic, *and* game-changing. So he starts it out as a historical that dove-tails into something else entirely - a temporal shenanigans SF story with lots of action and paranoia, some of his delicious villains (including a new Time Lord) and revelations almost every session. Every time the players play a "classic bit", it is made more important because it is probably the last time they do so. Terry is keen on setting up his own vision for the *Doctor Who* RPG (though he has yet to find a player to replace Pat), so he has a private discussion with Pat about allowing the Time Lords to catch up to the Doctor. The result is a momentous first use of the Doctor's people - not as specific characters, but as a culture - and the Doctor put on trial. There is a bit of railroading, but the GM allows Pat's arguments to change the reasons for the preordained sentence of exile on Earth. This is, of course, necessary for the UNIT campaign he plans to start next year.

THE WAR CHIEF

Attributes: Awareness 4, Coordination 3, Ingenuity 7, Presence 4, Resolve 3, Strength 3

Skills: Convince 3, Fighting 2, Knowledge 4, Marksman 2, Science 3 (Temporal +2), Subterfuge 3, Technology 4 (Space-time capsules +2)

Traits: Boffin, Indomitable, Psychic Training, Technically Adept, Voice of Authority, Eccentric (Major - Megalomania), Outcast, Selfish, Time Lord (Feel the Turn of the Universe, Vortex).

Story Points: 8

Home Tech Level: 10

Now if only Terry can find himself some new players. He has got Nick and John to come back as their UNIT characters, but who will be the Doctor and his companion assistant? Come back next issue for the answer!

RESOURCES

Original posts

http://siskoid.blogspot.com/2012/05/doctor-who-rpg-season-4.html
http://siskoid.blogspot.ca/2012/06/doctor-who-rpg-season-5.html
http://siskoid.blogspot.com/2012/08/doctor-who-rpg-season-6.html

Character sheets collection, including a blank 2nd-Doctor style sheet, follow on the next pages...

BBC
DOCTOR WHO
DOCTOR WHO
THE SECOND DOCTOR
Wendy Padbury

OVERVIEW OF THE TROUGHTON ERA

The Troughton era was a significant change for the series. By introducing a new Doctor it showed that the character and the series itself could continue to grow and evolve. Troughton's era became known for the introduction or development of a number of alien creatures that gave the era the moniker of "The Monster Years".

As a setting for a role-playing game, the Troughton era ushers in the opportunity for Game Masters to present numerous original monsters in a variety of new and exciting settings such as the Himalayan Mountains, under the sea in Atlantis, or on a space station in the far future. The era also helped to set-up the UNIT years of the series which gave the Doctor a base of operation on Earth. By setting up the introduction of Colonel Lethbridge-Stewart and then introducing UNIT as a mobile defense force, it gave the series a chance to find new footing once Jon Petwee become the Doctor.

DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME The Doctor

PLAYER Patrick Troughton

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

Explore space and time and help people.

PERSONALITY

The Doctor is an unkempt clown prone to fluster, but hiding a keen intellect. He is quick to take on various identities, but slow to explain himself.

BACKGROUND

The Doctor escaped from his home in a stolen and rather run-down old TARDIS. He travels the universe with well-loved companions.

STORY POINTS 8

ATTRIBUTES

AWARENESS	5
COORDINATION	3
INGENUITY	8
PRESENCE	4
RESOLVE	5
STRENGTH	3

SKILLS

ATHLETICS	2*
CONVINCE	5
CRAFT	2*
FIGHTING	1
KNOWLEDGE	6
MARKSMAN	0
MEDICINE	3
SCIENCE	5
SUBTERFUGE	5*
SURVIVAL	1
TECHNOLOGY	5*
TRANSPORT	3

TRAITS

See below.

EQUIPMENT

TARDIS Key, 500-year diary, Sonic Screwdriver (Gadget), Recorder

HOME TECH LEVEL 10

POLICE PUBLIC CALL BOX

2nd DOCTOR - FRONT

SKILLS

*The Doctor has a +2 Athletics Expertise bonus in Running, a +2 Craft Expertise bonus in Recorder, a +2 Subterfuge Expertise bonus in Dissembling, and a +2 Technology Expertise bonus in Jerry-Rigging.

GOOD TRAITS

Boffin (Major)
Charming (Minor)
Empathic (Minor)
Fast Healing (Minor)
Gadget (Minor) - Sonic Screwdriver [Open/Close]
Hypnosis (Minor)
Indomitable (Major)
Psychic Training (Minor)
Resourceful Pockets (Minor) - Sample items include a magnifying glass, a telescope, a handkerchief, pepper, pen and paper, a whistle, a tennis ball, his 500-year diary, and dozens more
Run for Your Life! (Minor)
Technically Adept (Minor)
Time Traveller (Major) - The Doctor is familiar with the technology of all Tech Levels, unless in cases where the GM has decided some technology is strange even to him
Voice of Authority (Minor)

BAD TRAITS

Adversary (Major) - Daleks, Cybermen, Ice Warriors, Yeti
Distinctive (Minor) - The so-called "Cosmic Hobo"
Eccentric/Clown (Minor) - The Doctor likes to pretend he is a harmless and flustered buffoon to hide his keen intellect and real agenda
~~Eccentric/"I would like a hat like that" (Minor) - The Doctor can't help but lust after the strangest hats encountered on his travels~~
Eccentric/Secretive (Major) - The Doctor plays it close to the vest and often does not inform his companions and allies of his plans, to his frequent detriment; he sometimes plays the recorder to avoid having to answer questions
Forgetful (Minor)
Impulsive (Minor)
Insatiable Curiosity (Minor)

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SPECIAL TRAITS

Time Lord - The Doctor does not get the Traits Feel the Turn of the Universe or Vortex, making this Trait cost only 3 Story Points
Time Lord (Experienced)

FAVORITE METHOD FOR ACCUMULATING STORY POINTS

The Doctor loves dissembling, but too much. He will often keep things from his companions until it is too late, passing notes to the GameMaster instead of broadcasting his plans across the table.

DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME Ben Jackson

PLAYER Michael Craze

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

Protect Polly.
Get home.

PERSONALITY

A practical Cockney realist, Ben's first reaction to the unexplained is usually skepticism. He is impulsive and headstrong, but a loyal friend.

BACKGROUND

Ben joined the Navy to experience adventure, and was disappointed to be assigned to the barracks. The TARDIS changed all that.

STORY POINTS 12

ATTRIBUTES

AWARENESS	4
COORDINATION	4
INGENUITY	3
PRESENCE	3
RESOLVE	3
STRENGTH	4

SKILLS

ATHLETICS	3*
CONVINCE	2
CRAFT	0
FIGHTING	3
KNOWLEDGE	3*
MARKSMAN	2
MEDICINE	2
SCIENCE	2
SUBTERFUGE	2
SURVIVAL	3
TECHNOLOGY	3
TRANSPORT	3*

TRAITS

See below.

EQUIPMENT

Penknife

HOME TECH LEVEL 5

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BEN - FRONT

CHARACTER SHEET

SKILLS

*Ben has a +2 Atheltics Expertise bonuses in Swimming, a +2 Knowledge Expertise bonuses in Navigation, and a +2 Transport Expertise bonuses in Seamanship, all in line with his Navy background.

GOOD TRAITS

Attractive (Minor)
Brave (Minor)
Keen Senses (Minor) - Sight
Run for Your Life! (Minor) - a frequent Trait in the 2nd Doctor era
Technically Adept (Minor)
Tough (Minor)

BAD TRAITS

Argumentative (Minor) - the only time Ben wasn't was when orders came from someone in uniform whose authority he respected
Eccentric/Skeptical (Minor) - Ben doesn't take anything fantastical at face value, distrusting the reality before his eyes
Impulsive (Minor)
Insatiable Curiosity (Minor)

FAVORITE METHOD FOR ACCUMULATING STORY POINTS

Skepticism was one method, making mistakes "on purpose" because the character would just not believe what was happening (that they had moved through time, or that the 2nd Doctor was in fact, the Doctor, for example). Ben also liked to use Cockney turns of phrase which would sometimes cause a misunderstanding the GM could give Story Points for, but this was rare, though amusing.

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DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME Polly Wright

PLAYER Anneke Wills

ATTRIBUTES

AWARENESS	3
COORDINATION	4
INGENUITY	4
PRESENCE	4
RESOLVE	4
STRENGTH	2

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

Make herself useful. Get home.

PERSONALITY

Polly is a hip chick of the swinging 60s, who teases her friends with natural flippancy. She shows some initiative, but is prone to terror.

BACKGROUND

A cheeky secretary by day, Polly digs that groovy night scene. She has hidden affections for fellow traveller Ben.

STORY POINTS 12

SKILLS

ATHLETICS	3
CONVINCE	4*
CRAFT	3*
FIGHTING	1
KNOWLEDGE	3*
MARKSMAN	0
MEDICINE	2
SCIENCE	3
SUBTERFUGE	2
SURVIVAL	0
TECHNOLOGY	2
TRANSPORT	0

TRAITS

See below.

EQUIPMENT

Sundry beauty products like nail polish remover

HOME TECH LEVEL 5

POLICE PUBLIC CALL BOX

SKILLS

*Polly has a +2 Convince Expertise bonus in Flirting, a +2 Craft Expertise bonus in Dancing, and +2 Knowledge Expertise bonus in 1960s trends.

GOOD TRAITS

Attractive (Minor)
Brave (Minor)
Charming (Minor)
Indomitable (Major)
Screamer! (Minor)
Run for Your Life! (Minor)

BAD TRAITS

Eccentric/Flippant (Minor) - Polly has a tendency to not take things seriously, pulling faces in people's backs or spending the night partying
Insatiable Curiousity (Minor)

FAVORITE METHOD FOR ACCUMULATING STORY POINTS

Anneke was intrigued about playing the sexism and budding feminism of the 1960s, so she frequently allowed her character to be given sexist tasks (such as making coffee) for a point or two. When she needed more, she broke down and showed the wet feminine cliché hiding under her assured girl-about-town veneer.

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DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME Jamie McCrimmon

PLAYER Frazer Hines

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

Protect ~~Victoria and~~ the Doctor.

PERSONALITY

Jamie is a naive and innocent soul despite the violence he grew up with. He has an eye for the ladies and dislikes technology.

BACKGROUND

Jamie is a Scottish piper from the mid-1750s who decided to follow the Doctor around the universe and watch his back.

STORY POINTS 12

EQUIPMENT

Dirk (damage: Strength +2)

HOME TECH LEVEL 4

ATTRIBUTES

AWARENESS	3
COORDINATION	4
INGENUITY	3
PRESENCE	2
RESOLVE	4
STRENGTH	4

SKILLS

ATHLETICS	3*
CONVINCE	2
CRAFT	3*
FIGHTING	4*
KNOWLEDGE	1
MARKSMAN	1
MEDICINE	0
SCIENCE	0
SUBTERFUGE	3*
SURVIVAL	4
TECHNOLOGY	1
TRANSPORT	0

TRAITS

See below.

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JAMIE - FRONT

SKILLS
*Jamie has a +2 Athletics Expertise bonus in Climbing, a +2 Craft Expertise bonus in Bagpipes, a +2 Fighting Expertise bonus in Dirk, and a +2 Subterfuge Expertise bonus in Tactics.

GOOD TRAITS
Attractive (Minor)
Brave (Minor)
Quick Reflexes (Minor)
Run for Your Life! (Minor)
Tough (Minor)

BAD TRAITS
Distinctive (Minor) - Only when wearing the kilt
Eccentric/Sexist (Minor) - Jamie comes from a culture that undervalues women; at best, he feels too protective of his female companions, and at worst, he makes macho comments in their company
Eccentric/Strange relationship with technology (Major) - Jamie is sarcastic and dismissive of any tech-related solution, and gives machines he does not understand colorful names like "flying beastie" (planes)
Impulsive (Minor)
Insatiable Curiousity (Minor)
Technically Inept (Minor)
Weakness/Space sickness (Minor) - Jamie feels spacesick when flying aboard spaceships and rockets

FAVORITE METHOD FOR ACCUMULATING STORY POINTS
Jamie often blurts out the wrong thing (usually the truth in a situation where it would be most inconvenient), forcing his companions to either shut him up quickly, or cover his statements with more lies and fast talk.

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DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME Victoria Waterfield

PLAYER Deborah Watling

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

Feel safe.

PERSONALITY

A proper young girl from Victorian England, Victoria nevertheless has grown up around scientists and has an inquisitive mind. Bit wet though.

BACKGROUND

Victoria is the daughter of Edward Waterfield, a scientist who attracted the Daleks' attention and died for it. She was then adopted by the Doctor.

STORY POINTS 15

EQUIPMENT

Hairpin
Key to the TARDIS wardrobe

HOME TECH LEVEL 4

POLICE PUBLIC CALL BOX
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ATTRIBUTES

AWARENESS	3
COORDINATION	3
INGENUITY	4
PRESENCE	3
RESOLVE	2
STRENGTH	2

SKILLS

ATHLETICS	2
CONVINCE	2
CRAFT	1
FIGHTING	0
KNOWLEDGE	3
MARKSMAN	0
MEDICINE	2
SCIENCE	2
SUBTERFUGE	3
SURVIVAL	0
TECHNOLOGY	1
TRANSPORT	0

TRAITS

See below.

VICTORIA - FRONT

GOOD TRAITS
Attractive (Minor)
Charming (Minor)
Empathic (Minor)
Run For Your Life! (Minor)
Screamer! (Minor; if it was available in Major, that's what she would have gotten)

BAD TRAITS
Code of Conduct (Minor) - Proper Victorian manners are important to Victoria
Impulsive (Minor)
Inexperienced (Special)
Unadventurous (~~Minor~~ Major) - Victoria didn't choose the life of a time traveller, not even accidentally (companions who rush into the police box by mistake are still risk-takers), and in the end, it's what makes her leave the TARDIS family, invoking the rule on page 54 of the GM's Guide.

FAVORITE METHOD FOR ACCUMULATING STORY POINTS
Anything goes for Victoria, doesn't it? The other players liked to call her the Story Point Farm. Getting captured, hypnotized, treated like a little girl... Basically, getting herself in position to scream or whimper.

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DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME Zoe Heriot

PLAYER Wendy Padbury

ATTRIBUTES

AWARENESS	4
COORDINATION	3
INGENUITY	5
PRESENCE	3
RESOLVE	3
STRENGTH	2

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

Experience new worlds, sights, sounds and emotions.

PERSONALITY

Zoe is logical to a fault, but not necessarily wise. Her confidence borders on arrogance. Her upbeat, youthful attitude glosses over her faults.

BACKGROUND

Zoe is a genetically-engineered young girl bred to work on a space station. Believing her world to be too limited, she opted to hide aboard the TARDIS.

STORY POINTS 12

SKILLS

ATHLETICS	1
CONVINCE	3
CRAFT	0
FIGHTING	2*
KNOWLEDGE	4
MARKSMAN	0
MEDICINE	2
SCIENCE	5
SUBTERFUGE	2
SURVIVAL	0
TECHNOLOGY	4*
TRANSPORT	1

TRAITS

See below.

EQUIPMENT

HOME TECH LEVEL 6

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ZOE - FRONT

SKILLS

*Zoe has a +2 Fighting Expertise bonus in Judo, a +2 Science Expertise bonus in Astrophysics, and a +2 Technology Expertise bonus in Computers.

GOOD TRAITS

Attractive (Minor)
Brave (Minor)
Photographic Memory (Major)
Screamer (Minor)
Sense of Direction (Minor) - Zoe must have seen a map or floor plan of the area to use this Trait
Special: Human computer (Minor) - Zoe can do mental calculations instantly, and write computer code in her head, giving her a +2 bonus to programming-related Technology rolls

BAD TRAITS

Eccentric/Air of superiority (Minor) - Zoe is confident in her abilities to a fault, often believing herself smarter and more capable than even the Doctor
Eccentric/Logic before emotion (Minor) - Zoe doesn't experience the full range of emotion normally, usually keeping an upbeat attitude where others would feel fear or sadness; logic dictates her reactions
Insatiable Curiousity (Minor)

FAVORITE METHOD FOR ACCUMULATING STORY POINTS

Zoe likes to get herself in trouble because of her intelligence. She'll try intelligence tests when she doesn't need to, defeat primitive computers that have annoyed her, and generally show off and come off as arrogant.

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DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

NAME

PLAYER

ATTRIBUTES

AWARENESS	
COORDINATION	
INGENUITY	
PRESENCE	
RESOLVE	
STRENGTH	

BIO-DATA EXTRACT

APPEARANCE

PERSONAL GOAL

PERSONALITY

BACKGROUND

STORY POINTS

SKILLS

ATHLETICS	
CONVINCE	
CRAFT	
FIGHTING	
KNOWLEDGE	
MARKSMAN	
MEDICINE	
SCIENCE	
SUBTERFUGE	
SURVIVAL	
TECHNOLOGY	
TRANSPORT	

TRAITS

EQUIPMENT

HOME TECH LEVEL

POLICE PUBLIC CALL BOX

DOCTOR WHO

ADVENTURES IN TIME AND SPACE

CHARACTER SHEET

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THE ALEXANDRIAN SOCIETY

by Jeremy Miller

We present here for use by Game Masters The Alexandria Society, an organization of villains, one of their prominent members and his stats, as well as adventure seeds and an adventure module.

The Alexandrian Society's History

The Second Dalek War sounded the death-knell for the dominance of Earth's over-mighty corporations. As the Earth Federation evolved into the Earth Empire, it deliberately and systematically broke their power. Some of the great dynasties that had controlled the interstellar conglomerates managed to retain their wealth and power, becoming the aristocracy of the new Empire. Others were left impoverished and embittered, looking for ways to regain their former status. Some of the latter group had accumulated fabulous collections of historical artefacts and *objects d'art*, often by morally dubious means. When they fell on hard times, they were forced to sell off their collections to make ends meet, which, since many of their treasures had been acquired illegally or immorally (usually both), tended to involve dealing with criminal intermediaries.

The Alexandrian Society traces its origins to as a cabal of university students, all of them children of former corporate families which had built tentative alliances with gangs of thieves and fences. Unlike their parents' generation, they felt no particular need to keep their illegal connections at arms' length out of aristocratic pretensions to respectability. They wanted power and money, and they were not fussy about how they got it. They were all highly educated, very intelligent, and amoral practically to the point of sociopathy – qualities that served them well as they built their own interstellar criminal syndicate. They rapidly suborned or eliminated the gangs who had been dealing with their families, most of whom had dismissed them as ineffectual spoiled brats until it was far too late.

The founders knew their own strengths and decided to play to them. They understood what would fetch the best prices from the members of Earth's wealthy, jaded elite, and they still had enough of their family connections left to know which members of that elite would be willing to buy without asking too many awkward questions. They became "acquisitions specialists", dividing their time between stealing valuable items themselves and acting as fences for other thieves. They named themselves after the Library of Alexandria, a not-so-subtle boast about their ability to obtain items that everyone else believed lost.

By the late twenty-seventh century, the Society had spread throughout the Earth Empire. Their structure was simple and quite decentralized. A four-person Board set overall policy, with senior agents – so-called "Representatives" – running their own operations semi-autonomously, subject to Board approval.

The Alexandrian Society might have remained a mere historical footnote – a nasty but petty example of human viciousness and venality – but for an accident of fate. In 2682CE, on a colony world called Badonicus, they managed to get their hands on the power of time travel, and with it, the ability to plunder all of human history.

The Alexandrian Society's Technology and Operations

The Alexandrian Society's time machines are fairly crude. They are essentially primitive Vortex Manipulators fitted to modified starship escape pods. Constructed using twenty-seventh century technology, the Manipulators are a far cry from the compact wrist units of the fifty-first; they weigh about three tons and occupy more than a dozen cubic metres of space, but they work. The machines take the form of a hexagonal central "turret" (the escape pod), mounted in a curving disc about seven meters in diameter (the Vortex Manipulator). Some of the machines are equipped with anti-gravitational drives as well, allowing them to be piloted like conventional aircraft once they materialize. Another common feature is a holographic "Shimmer" that provides the vessel with a limited camouflage. The pods can accommodate a maximum of half a dozen people or an equivalent amount of cargo. A combination of the Society's meagre understanding of temporal science and the restrictions of twenty-seventh century technology prevents them from building larger vehicles, although they have occasionally attempted to do so, with disastrous results. Consequently, they look for low-bulk, high-value items to steal when they raid the past.

The Alexandrian Society is a product of human history, so they are quite wary about altering that history, fearing that they might accidentally "unmake" themselves. Since they cannot transport large groups of their own thugs into the past, their usual *modus operandi* is to send back a small team of agents who recruit "hired help" from the local criminal population of whatever era they happen to be visiting.

The Alexandrian Society's areas of interest include

● Acquiring genetic material from famous historical figures — The Society does not usually involve itself in slave trading, finding it too much trouble and risk for the profit margins involved. But some of their wealthiest and most amoral clients will pay through the nose to own their own limited-edition copy of Julius Caesar, Richard the Lionheart, or Mata Hari. In 2678CE, the Society retained the services of Dr Oskar Gregersen, a brilliant and totally amoral bio-engineer, wanted throughout the Empire for supplying tailored bio-weapons to criminal and terrorist groups. Dr Gregersen now runs what the Society refers to internally as its "Make Your Own Elvis" project.

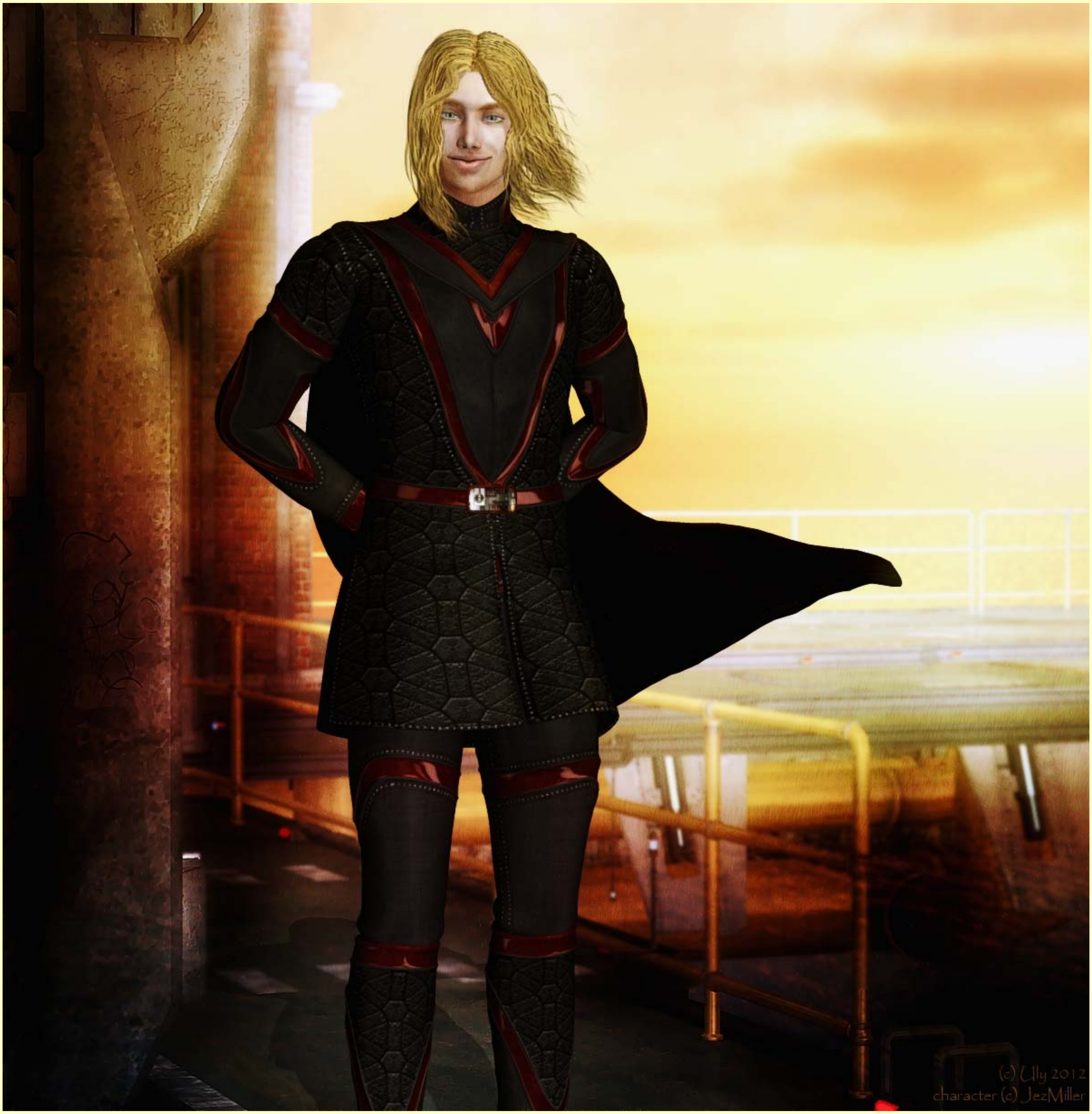
● Re-creating extinct species — The King of the Thunder Lizards is almost as big a seller as the King of Rock and Roll. A Tyrannosaurus Rex makes a prestigious guard animal if you happen to own an exclusive private compound on an exclusive private planet, and viable dinosaur eggs are worth their weight in gold. But what would happen if an Alexandrian dinosaur-hunting expedition found itself face-to-face with the Silurians?

● Treasure hunting — The Vikings stole priceless treasures from unguarded monasteries. The Nazis ransacked Europe for its artwork. Spanish galleons carrying treasure from the New World vanished without trace. The Library of Alexandria, which gave its name to the Society, burned. The Fourth Crusade looted medieval Constantinople mercilessly. The Dalek invasion of Earth in the 22nd century caused incalculable damage to humanity's artistic and cultural heritage. Alexandrian Society operatives have posed as SS agents, Barbary corsairs, Viking raiders, 22nd century black marketers, and medieval knights to steal priceless artefacts whose disappearance will not be "noticed" by history.

● Searching for alien technology — The Society knows that a highly advanced alien civilization influenced ancient Egypt. They are reluctant to travel back to the time of the Pharaohs, since they do not want to risk an unfriendly encounter with the aliens in question, but they have made several attempts to infiltrate Egyptian archaeological projects in the seventeenth and eighteenth centuries. They have also tried to place agents within Torchwood, the Forge, and UNIT's Black Archive, looking for "lost" xenotech that they can steal and reverse-engineer.

Although it has the theoretical ability to travel into its own future, the Alexandrian Society rarely uses it. It prefers to have the advantages of technological superiority and foreknowledge when it operates in other eras, neither of which would be available to it after its own era.

NPC: ANDREAS ROTH - Alexandrian Society Representative



Art by Raffael Muller

Brief Personal History

Andreas Roth was born in 2648CE, in near-slum conditions, on the lower levels of one of the huge artificial islands that floated on Earth's polluted oceans. His mother had been the mistress of one of the Alexandrian Society's Board members. She had tried to blackmail his father, but her scheme backfired disastrously, and she fled in well-founded fear for her life.

Until he was twelve, Roth grew up amongst the poverty and gang culture of Earth's underclass, running with the adolescent gangs of thieves and scavengers, who roamed grimy streets cast into perpetual twilight by the gigantic towers all around them. When his mother died – the unlucky victim of a stray blaster shot fired in a bar brawl that got out of hand – Roth was left alone. The undercity's overworked social services ran a routine check on his genetic profile, looking for any surviving relatives that he might have. The check triggered one of the Alexandrian Society's software search agents. Roth's father had discovered too late that his mistress was pregnant with his child, and he had been searching for her and the infant for almost thirteen years.

Roth was swept from a life of poverty to one of privilege and luxury, but he never forgot the grim lessons of his earliest years. His father had other, legitimate children, but none of them could match Andreas' drive, ambition, resourcefulness and ruthlessness. The young man became his father's favourite, a prospective future Board member, and was appropriately trained in all the skills the Society felt that position required. Oscar Wilde once commented that a cynic knows the price of everything and the value of nothing, but a thorough grounding in history, archaeology, art and economics ensured that Andreas Roth knew both the price *and* the value of everything the Society traded in. He also received instruction in less respectable subjects, from computer hacking to gunplay and safe breaking.

Andreas Roth was a true Renaissance Man of twenty-seventh century crime, and a rising star in the Alexandrian Society, when the Board appointed him to take charge of what seemed like an obscure research project on the frontier world of Badonicus – an investigation into an ancient Egyptian mummy case that was actually a staggeringly advanced piece of alien technology. At first, he suspected that jealous rivals within the Society had conspired to manoeuvre him into a dead-end job on the fringes of the Empire, but he quickly decided that if so, the joke was on them. The mummy case had the power to create artificial wormholes of some kind, tunnels through space and time. If only they could master its secrets, the Alexandrian Society would have access to a working time machine.

The mummy case *did* give the Society access to time travel, if not in precisely the way that Roth had intended. The random, uncontrolled activations which were the best his research team could manage attracted a group of aliens to Badonicus – aliens with their own time ship and an understanding of how to build more. Roth captured them, and forced them to design a time machine that could be reproduced using twenty-seventh century human technology.

He shared his discovery with the Board, largely out of loyalty to his father, but he was careful to retain the blueprints for his own use as well. Recognizing that his access to time technology would make it difficult for them to control him, the Board made a virtue of necessity and made him the leader of their entire time-travel operation.

Appearance:

Race:	Human (Earth)
Sex:	Male
Height:	Tall
Build:	Average
Looks:	Very Good
Apparent Age:	Young Adult
Actual Age:	25

Recognition Handle: Andreas Roth has long blonde hair and piercing blue eyes.

Personality

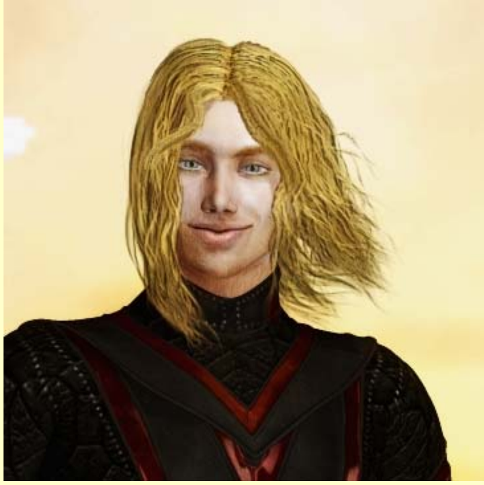
Motivations/desires/goals: Roth is primarily interested in increasing his wealth and power in his own era. He feels a strong bond of loyalty and affection with his father, who is possibly the only person besides himself that Roth really gives a damn' about. He is loyal to the Alexandrian Society partly because of his father's position on the Board, and partly because it is the vehicle of Roth's own ambitions. He is, however, also a scholar and historian, and is genuinely fascinated by the opportunity to study history "up close and personal". Surprisingly, he does have some standards of personal integrity – if he gives his word, he will usually keep it – but he has very few ethics aside from that.

Manner: Roth is calm and controlled, with a dark and wry sense of humour. He cultivates a veneer of polite sophistication, although an occasional flash of cold ruthlessness sometimes breaks through the façade. On the whole, he prefers to keep his dealings with others cordial – one of his maxims is that people who are working in their own interest do not need to be forced to obey at gunpoint, which saves a fortune in guards' wages – so he will always look for a "mutually satisfactory arrangement" before resorting to threats.

If using the FASA *Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
Level	IV	IV	V	V	V	V
Score	10	11	15	15	15	10

MAX OP END 22	**WOUND HEAL** 4	**INACT SAVE** 12 LEVEL III
CURR OP END 22	**FATIGUE HEAL** 4	**UNC THRESH** 6 LEVEL II



Art by Raffael Muller

Special Abilities: Luck (Level V)

Combat Statistics: AP: 9

Armed Combat - Blaster pistol - V

Unarmed Combat - Martial Arts (Karate) - V

Skills - Level

Carousing - IV

Leadership - IV

Medical Science - General Medicine (Human) - III

Medical Science - Pharmacology (Poisons) - V

Security Procedures - Disguise - III

Security Procedures - Lockpicking - V

Security Procedures - Stealth - IV

Security Procedures - Surveillance - V

Streetwise - VI

Social Science - Archeology (Earth) - IV

Social Science - Economics - V

Social Science - History (Earth) - VI

Social Science - History (Galactic) - IV

Technology - Computer Systems - VI

Technology - Electronics - III

Technology - Time Ship Systems - III

Temporal Science - II

Vehicles Operation - Spacecraft - IV

Vehicles Operation - Temporal Vehicles - IV

Verbal interaction - Bluffing - IV

Verbal interaction - Haggling - VI

Verbal Interaction - Negotiation/Diplomacy - VI

If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	3	4	3	4	4	4	3	4

Skills - Level

Acting [Awar] - 1

Bargaining [Awar] - 2

Cheat Death [Str] - 1

Command [Det] - 1

Computing [Know] - 2

Con [Awar] - 1

Disguise [Awar] - 1

Electronics [Know] - 1

Gloating [Det] - 2

History [Know] - 3

Lockpicking and Safecracking [Con] - 2

Marksmanship [Con] - 2

Martial Arts [Con] - 2

Medicine [Know] - 1

Poisons [Know] - 2

Temporal Science [Know] - 1

Stealth [Con] - 1

If using the *Doctor Who-Adventures in Time and Space* RPG:

	AWARENESS	COORDINATION	INGENUITY	PRESENCE	RESOLVE	STRENGTH
LEVEL	4	4	4	4	3	3

Skills - Level

Athletics	- 0	Knowledge	- 3	Subterfuge	- 2
Convince	- 3	Marksman	- 3	Survival	- 0
Craft	- 0	Medicine	- 2	Technology	- 2
Fighting	- 3	Science	- 3	Transport	- 2

THE ALEXANDRIAN SOCIETY STORY SEEDS

THE KING IS DEAD, LONG LIVE THE KINGS: New York, 28 January, 1956CE. A chance that no self-respecting time traveller could pass up, the opportunity to get tickets to "The Dorsey Brothers Stage Show" and watch the break-out TV performance of the great Elvis Presley. What could possibly go wrong?

The characters are sitting in the audience, watching a crucial moment of rock-and-roll history unfold in front of them, when they notice something odd. Hovering discreetly near the ceiling, keeping to the shadows, are a number of fist-sized silver spheres. Anyone familiar with future technology – like the Doctor or Captain Jack – will recognize them as holographic cameras, of a type used by professional journalists in the later stages of Earth's Empire. Someone is taking a high-definition holo-recording of Elvis' TV debut!

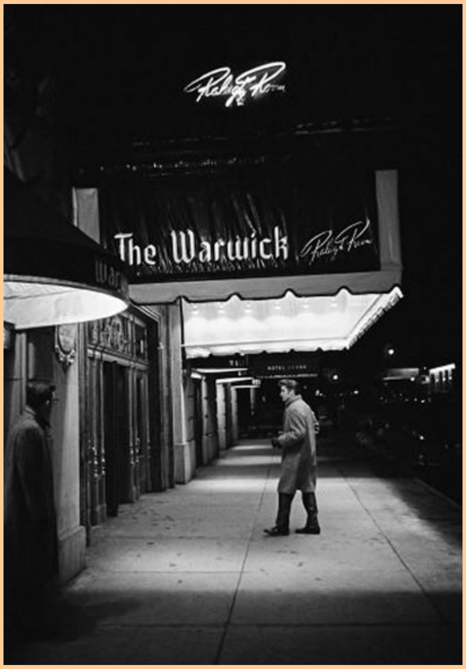
The characters will not necessarily find anything too alarming about this – if you are a time-travelling bootlegger, Elvis' big TV break is an obvious place to target. The Doctor, if he is part of the group, will mutter something about the hope that the archaeologists never dig up the "No flash photography" sign that he had to hang up outside Shakespeare's Globe. But it will clue them in that someone from the future (apart from themselves), is taking an interest in Elvis. Hopefully, their curiosity will be piqued.

The King is staying at the Warwick Hotel in New York. Ideally, the player characters will be staying there too; it is the sort of thing that the eleventh Doctor would do to impress the Ponds, for instance. If not, they might decide to keep an eye on the place, to see if they can spot the owner of the holo-cameras lurking around Elvis.

The next morning, Elvis is missing from the hotel. There are signs of a struggle in his room, yet nobody sleeping in the rooms nearby seems to have heard a thing. If the characters manage to get inside the room and succeed in the appropriate rolls, they will notice a very faint scorch mark on the headboard of the bed; evidence of a stun blast that failed to hit its target. A character with the appropriate technical skills will also spot that an elaborate metal decoration on a table lamp is actually a disguised Anti-Sonic Counter-Phase Inducer, a device that suppresses all sound within a radius of a few metres ("All the rage with burglars in the twenty-fifth century, but they went out of fashion after they started fitting alarm systems with Anti-Anti-Sonic Counter-Counter-Phase Inducers"). They may wonder why whoever kidnapped Elvis left it there, but at least they know why nobody heard the kidnapping taking place.

It should be obvious that the New York Police Department will not be able to deal with a kidnapper with such a significant technological advantage, so if the King is to be rescued, it is up to the player characters. The police

ELVIS PERFORMING ON THE DORSEY BROTHERS STAGE SHOW



ELVIS OUTSIDE THE WARWICK HOTEL

have already questioned the staff and guests of the hotel and drawn a blank – a character might manage to elicit that information if they succeed on a social roll when talking to one of the investigating officers. But the police do not know that device on the table lamp is more than just a decoration. It may occur to the players to wonder how it got there.

If they check, the characters will find that the hotel's maintenance staff are all exactly what they appear to be. The last resident of the room was a Mr. Andrew Rothman, whose booking was arranged by the Sanderson Shipping Company. The company has a registered New York office down by the docks. The characters should be able to discover that the company is suspected of having strong Mob connections, with appropriate social or streetwise rolls and a little conversation with the police, journalists, or even the hotel staff.

Andrew Rothman is really Andreas Roth. He has bought the freedom to operate in the Big Apple from the Mob by offering them the "miraculous" (i.e. scientifically advanced) medical services of Dr. Oskar Gregersen. They have kidnapped Elvis so that Gregersen can take uncontaminated genetic samples from him under controlled laboratory conditions. The Alexandrian Society has set up a lab in the Sanderson Shipping warehouse on the New York docks. Once they have their tissue samples, they intend to return Elvis to his hotel room, so rescuing the King himself is not necessary, but the tissue samples will be used to clone human beings who the Alexandrian Society intends to sell as slaves – unless the players stop that from happening.

ELVIS ASLEEP ON HIS COUCH AT THE WARWICK HOTEL

The characters could try breaking the alliance between Roth and the Mob, perhaps by framing Roth for a plot against the Mob bosses. Or they could lead the police to the warehouse, or try to destroy Gregersen's lab. Roth's time machine is in the warehouse as well, and he will use it to retreat if things seem to be going against him. One thing that they need to be sure of, however, is that Elvis survives, or history could be badly damaged. Fortunately, he was stunned in his hotel room and has been kept sedated ever since, so the characters ought to be spared a very difficult conversation…

SPEAR OF DESTINY:

There came out from the mountains, also, countless armies with white horses, whose standards were all white. And so, when our leaders saw this army, they were entirely ignorant as to what it was, and who they were, until they recognized the aid of Christ, whose leaders were St. George, Mercurius, and Demetrius. This is to be believed, for many of our men saw it…

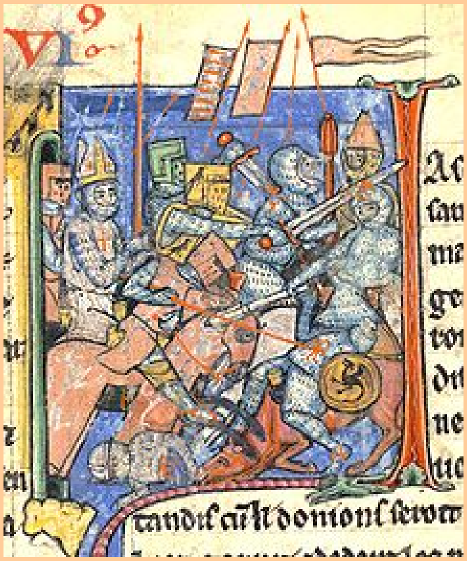
- From the *Gesta Francorum*

The year is 1098CE. The Crusaders, besieged and starving in the great city of Antioch, have turned to divine aid. A man named Peter Bartholomew, claiming visions from St Andrew, has unearthed the lance that pierced the side of Christ from beneath the Church of St. Peter, and the Crusaders, bearing it before them, have driven off the Turkish besiegers with the assistance of an army of ghosts. Future historians will dismiss this story as fanciful, and attribute the Turkish retreat to internal politics. The characters are about to learn differently.

The story begins with the characters in their TARDIS, catching a few hours of well-earned sleep. All of them experience a strange and particularly vivid dream – a vast host of mounted knights dressed in late eleventh century armour, glowing with white light. When they wake up, they will discover that the TARDIS' telepathic circuits registered something that might have been a distress call at the exact time that they all experienced the dream. The ship has homed in on the source – Antioch in 1098.

Arriving in Antioch, they find an impressive city with twenty-five miles of walls, but now a hollow shell of its former self thanks to repeated sieges. The Crusaders are just celebrating a great victory over the Turks, which they attribute to a very visible piece of divine intervention, a great army of spectral knights which appeared from nowhere and scattered their enemies. The reality is rather different.

The device that Peter Bartholomew found is actually a piece of alien technology, created by a species called the Iytrochi. The Iytrochi are furred, tailed bipeds, around five foot tall and quite delicately built, who resemble giant lemurs or meerkats as much as any species that humans are familiar with. Their home world, Yselan, has the misfortune to be located in an area of the galaxy filled with warlike races. Since they have no talent for war themselves, the Iytrochi survived by mastering the arts of concealment and deceit, developing immensely powerful perceptual induction technology that amplified their natural telepathic abilities.


ILLUMINATION OF THE SPEAR OF DESTINY IN THE CRUSADES

Over time, criminal organisations called "Guilds" arose amongst the Iytrochi. The Guilds used the perceptual induction technology to form or subvert religious cults amongst technologically primitive societies, robbing them of their labour and wealth. The "Holy Lance" is really a perceptual inducer, left behind by a Guild member who was involved with the cult of Mithras at the height of the Roman Empire. It can be controlled by anyone with low-level telepathic powers and a strong enough will – both of which are true of Peter Bartholomew. Peter quite genuinely believes that the "divine aid" summoned by the Lance is real, not realizing that the device is simply creating whatever visions Peter's own imagination supplies it with. To make matters worse, this particular perceptual inducer was designed by the Iytrochi Guilds to amplify feelings of religious hysteria as well as distorting sensory perceptions. The TARDIS telepathic circuits picked up its broadcast from the Vortex, and interpreted it as a distress signal because Peter was calling out for divine aid at the time.

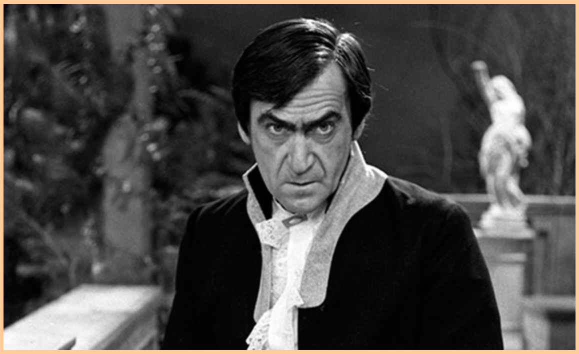
History records that Peter Bartholomew died from the mistaken belief that he was divinely protected against fire. When the time travellers arrive, however, there seems every chance that he will lead the Crusade to a far greater success than history says it should achieve, courtesy of alleged "divine assistance".

To complicate matters still further, Andreas Roth is in Antioch. He came here to steal the lance, assuming that it was a valuable but completely ordinary historical artefact that he could sell to a wealthy collector in his own time. Once he saw what it could do, however, phrases like "reverse engineer" and "military contract" started running through his mind. Ironically, the players and Roth may temporarily find themselves on the same side, since they both have an interest in taking the Lance away from Peter Bartholomew before he can use it to change the course of history.

SALAMANDER’S GOLD:

Background: In 2030CE, a scientist and politician named Ramón Salamander disappeared under mysterious circumstances (the events seen in the televised *Doctor Who* serial “The Enemy of the world”). Salamander had been wildly popular, internationally lionised for saving humanity from starvation with his Sun-catcher system. It was only after he vanished that the World Zones Organization (WZO) – successor to the United Nations – discovered that he had been planning a coup to install himself as world dictator when he went missing. The scandal almost broke the WZO apart, and the clean up and the unravelling of Salamander’s various schemes and criminal conspiracies took years.

One of those conspiracies involved the theft of art treasures on an almost industrial scale. Salamander was



THE LEADER OF THE WORLD, SALAMANDER

a man who liked the best of everything, and his agents had stolen pieces from some of the greatest galleries in the world – including the Louvre and the British National Gallery – replacing them with fakes. Most of the pieces were eventually recovered from Salamander's various palaces, but a few of them were never found, including the thrones of Pedro II of Brazil and John VI of Portugal, both of which were taken from the Museu Histórico Nacional in Rio de Janeiro.

One of Salamander's most capable agents was his unacknowledged illegitimate daughter, Narella Drakos. Narella's mother was Maria Drakos, an immensely wealthy Greek shipping tycoon, and Narella was a fixture of Europe's rich set. She cultivated a reputation as a beautiful, twenty-something airhead with a habit of falling in love with the wrong men – usually two or three times a week. A prominent gossip columnist in the 2020's once said that she had "a giggle that could drive Mother Theresa homicidal".

Beneath her act, Narella had inherited her father's scientific and organizational brilliance in full measure, as well as his ruthlessness, but she lacked his ambition. To her, the human race was a source of diversion, not an object of conquest. She thoroughly enjoyed the challenge of leading his exclusive cabal of art thieves, thwarting the best security systems in the world and stealing its most carefully guarded treasures with nobody any the wiser. She vanished in 2031, just before the WZO uncovered her activities, and became something of a *cause célèbre* in the decades that followed.

The Story: The year is 2028, two years before the events in "The Enemy of the World". Narella Drako's ship, The *Conquistador,* is moored off Rio de Janeiro, and Narella is at the centre of a wild round of partying by the rich set of America and Europe. Under cover of which, she is quietly casing the Museu Histórico Nacional, planning to steal the thrones of Pedro II and John VI as surprise birthday presents for her father.

Andreas Roth is also in Rio. He plans to find Salamander's missing cache of treasures, the ones that were never recovered after his disappearance. To do that, he intends to plant customised subspace homing beacons on the two thrones, so that he can track them to wherever Salamander hid them. He is also evaluating Narella Drakos as a possible recruit for the Alexandrian Society. She is due to vanish in another three years; history will not notice her absence. She will need some remedial training to bring her up to speed on twenty-seventh century technology, but her abilities would make her an ideal agent.

Then the players' TARDIS arrives in Rio. If the Doctor is at the controls, they may be aiming for the 2016 Olympics and simply have missed. Another Time Lord with a more reliable TARDIS might simply be a tourist, or actually be looking for Roth. In any case, as soon as the TARDIS lands, it will register two low-power subspace pulses nearby. The signals do not contain any information, and they are too weak to reach further than about Mars; they are obviously some kind of local homing signal, not an attempt at interstellar communication. But no Earth technology of this era could possibly be generating them.

The players will presumably want to investigate. When they emerge from their TARDIS, they will discover that it has landed at the top of the Corcovado Mountain, near the statue of Christ the Redeemer. Twilight is starting to fall, and the city, spread out beneath them, is lighting up.

Their TARDIS will be able to supply a tracking device that will lead them in the direction of the homing signal. A K-9 unit can do the same job. The signal is coming from a couple of thousand feet below. They can reach the city by using the Corcovado Rack railway or – if the GM wants to add some local allies or even provide a "hook" for introducing a new player character – befriend some of the multitude of tourists visiting the mountain, and beg a lift down.

RIO BELOW COROVADO MOUNTAIN

The signals will lead the characters to Tijuca, a district in Rio's North Zone. They seem to be coming from somewhere inside Tijuca's Hard Rock Café – until a minute or two before the characters arrive, at which point the tracker will register them moving away at speed.

The characters can elect to follow the signals. If they linger in the area for long, however – and especially if they display high technology fairly openly, or talk about their frustration at losing their quarry – they will be approached by a small, scruffy-looking, dark-haired figure at some indeterminate age between his late teens and early twenties. Fabiao Caricas is a small-time petty crook who makes his living pickpocketing, burgling, and lifting unconsidered trifles from Rio's large tourist population. He is just seen something very strange, and the characters conversation and/or gadgetry makes him think that they might be willing to pay for his story.

Fabiao was lurking outside the Hard Rock Café, watching a tall, fair-haired tourist and weighing up his chances of picking the man's pockets, when a car pulled up and the man got into it. Then the blonde man glowed, shimmered, and turned into a shorter, darker-haired man in some kind of uniform. For a little extra cash – or an exceptionally good result on a social roll – Fabiao will "remember" that it was a security guard's uniform from the Museu Histórico Nacional. If the characters do not already know Roth, having Fabiao tag along with them will be a good way to point him out to them.

MUSEU HISTÓRICO NACIONAL

MUSEU HISTÓRICO NATIONAL, BRAZIL'S NATIONAL HISTORICAL MUSEUM

If they go to the Museum, the characters will find it hosting an exclusive charity benefit event, attended by Narella Drakos. Roth, having used a Shimmer to impersonate a security guard and plant the tracking bugs on the two thrones, is also attending the party. If he is already met the characters, he will know they are a danger to him as soon as he lays eyes on them. If not, he will mark them as potential threats if they say or do anything to suggest that they can detect the subspace homing beacons – Earth technology of this era is incapable of picking up subspace signals. He will do his best to have them killed or captured as soon as possible; probably by having some of his local hirelings ambush them when they leave the museum.

Rescue will come from an unlikely source. Narella Drakos met Roth a few days ago and found him intriguing – and perplexing. Despite all the resources of her father's organization, she has been unable to find out anything about him. Narella has been keeping an eye on him – partly because she is worried that he might be an agent sent after her by a law enforcement agency, and partly out of pure curiosity. When she managed to overhear him on his phone to his henchmen, setting up the ambush, she decided that the characters might be able to tell her more about him.

If the characters do not manage to fight off Roth's ambush, Narella's men will come to the rescue. Even if they do, Narella will likely extend an invitation to them to visit her on the *Conquistador*, especially if they display advanced technology, like a K-9 unit, in the course of the fight – she will be fascinated.

The characters now have a choice. History says that Narella will succeed in stealing the thrones. They should not want to interfere with that, and they might even decide to help out – it will give them a chance to remove Roth's tracking devices from the thrones. It may be a fun change of pace for the troupe to play at being Lady Christina de Souza, just this once. They also have to decide what to tell Narella about Roth – and if they decide to reveal at least part of the truth, how to do it in a way that will not make him seem like an attractive potential ally. And if any of them are familiar with the career of the second Doctor, they will also know to keep out of Salamander's way. The ultimate aim is to keep history on track and force Roth to butt out of interfering with it, although there is an intriguing possibility that Roth – or even the characters – were the ones responsible for Narella's disappearance, meaning that they may have to encourage Narella to deal with Roth or else skip forward a few years to 2031 to rescue her themselves. The truth is for the GM to decide.

MODULE: "WHITLOW'S MITHRAEUM"

by Jeremy Miller

"Whitlow's Mithraeum" is a Doctor Who *adventure module set on the planet Earth in 2012CE. The player characters find themselves investigating a mysterious death at a site of archeological interest. This adventure module can be run with either the Eleventh Doctor and Clara or another group of time travelling characters. It is an adventure that has been written with the idea of including the Alexandrian Society as possible villains.*

THE TIMELINE

1936 – The Whitlow Expedition

The Whitlow Expedition was one of the great cause célèbres of twentieth century archaeology. On the 26th April, 1936CE, a farmer grazing his goats on the hillside near Gortyn, the Roman capital of Crete, fell into a hole when the ground unexpectedly gave way beneath him. The hole, as it turned out, was the entrance to a tunnel, leading to an extraordinarily well-preserved underground Mithraeum dating from the third century. Within a month, there was a team from the British Museum on the site, led by Symeon Whitlow, Emeritus Professor of Archaeology at King's College, Cambridge. The photographs and sketches of the Mithraeum attracted academic interest worldwide.

And then, on the night of the 28th May 1936, the entire Mithraeum simply disappeared, along with Professor Whitlow himself. His team arrived at the dig site on the morning of May 29th, to discover nothing but a shallow depression in the soil where the entrance to the tunnel should have been. They dug into the soil, assuming that the entrance had simply been buried in a cave-in… but there was nothing to be found but more soil. There was no tunnel, no Mithraeum, nothing but the earth and rock of the hillside. The place had vanished without trace, taking Professor Whitlow with it.

Over the next few decades, the consensus amongst the archaeological community was that "Whitlow's Mithraeum" was some kind of brilliantly executed hoax, the old man's parting shot to his academic rivals, perhaps. World War Two drove the entire business from the public consciousness, and by the first decade of the twenty-first century, almost nobody outside archaeological circles had heard of it.

2012 – The Bones of the Past

In June 2012, a group of backpacking American students wandering around on a hillside near Gortyn fell into a hole. They discovered that it was the entrance to a tunnel leading to a remarkably well-preserved Mithraeum. And lying on the floor of the Mithraeum was the body of a man in his seventies, dressed in slightly archaic-looking formal clothing. The post-mortem revealed that the man had died some twenty-four hours before he was discovered, apparently from heart failure. The police were unable to identify him at first – nobody matching his description had gone missing, and he was carrying no identification.

In the internet age, it did not take long for word of the Mithraeum's discovery to spread around the world. The archaeological community were initially inclined to dismiss it as a hoax, but eventually, a small team from the University of Athens went out to Crete to take a look. Their surprise at the rediscovery of "Whitlow's Mithraeum" was as nothing to the police's surprise when they recognized the dead man from a photograph of the 1936 expedition carried by one of the University Professors. A rather incredulous check of some very old dental records confirmed that the dead man was, indeed, Professor Symeon Whitlow, who had vanished in 1936 and died, apparently, in 2012… which would have made him 147 at the time of his death.

UNIT took an immediate interest, but by the time anything came through official channels, it was too late to cover the discovery up. They had to settle for planting an undercover agent in the group of postgraduate student volunteers examining the site. This time, Whitlow's Mithraeum showed no sign of vanishing. But after a couple of weeks, the deaths began again…

STORY BACKGROUND

Almost four thousand years ago, the priests of ancient Atlantis, perhaps using knowledge given to them by the Daemons, summoned and bound a Chronovore, Kronos. The creature eventually escaped, destroying Atlantis in the process, when the Master tried to take control of it (as seen in the televised adventure "The Time Monster').

On Gallifrey, the incident caused a certain amount of panic in the upper echelons of the Celestial Intervention Agency (CIA). A society of human primitives, in control of a Chronovore? It could create havoc on more worlds than just Earth. Although Atlantis itself had been destroyed, there was no guarantee that *all* of its knowledge had died with it; some of its priests and their writings might have survived elsewhere. The CIA decided that they needed to keep an eye on human civilization – and human religion – in the Mediterranean basin in the decades and centuries following Atlantis' fall.

The CIA were reluctant to get involved with any kind of religious movement; after the Minyos incident, any hint that the Agency was playing god, even indirectly, would be political suicide. So they needed proxies – or patsies. They knew of a species of minotaur-like aliens who fed on the psychic energies generated by faith, and they recruited a small group of mercenaries from that race. They gave the minotaurs a "Temple"; a relatively primitive time capsule that they could use as a base of operations. The Temple was more of a SIDRAT than a TARDIS. It was engineered with a limited operational life, and it was controlled remotely by the CIA rather than being operated by the minotaurs themselves. But it allowed the minotaurs to jump from decade to decade and century to century through the history of ancient Greece, watching and subtly influencing ancient Greek religion, guiding it away from any attempt to revive Atlantean culture, and monitoring it for any Atlantean knowledge that had survived. The minotaurs based their operations in Crete, which may help to explain why the island's legends are so replete with bull iconography.

Unfortunately, the CIA did too good a job of keeping the scheme off the books. There was no computer record of it, and only a handful of individuals at the top of the organization knew about it. All of them were killed by collapsing masonry when the Master attempted to steal the Eye of Harmony from Gallifrey (in "The Deadly Assassin").

THE MINOTAURS (FIRST SEEN IN THE *DOCTOR WHO* STORY "THE GOD COMPLEX")

Left without supervision or instructions, the minotaurs eventually concluded that their masters had abandoned them. They had fed tolerably well from the faith of the ancient Greeks, but the human population was sparse and human society crude and primitive. The minotaurs decided to use their Temple to search for a larger and more sophisticated community of worshippers.

In their arrogance, the CIA had believed that the minotaurs could never gain control of the Temple's guidance systems, even though the remote controls worked though the craft's telepathic circuitry and the minotaurs were telepathic. The Time Lords' confidence was misplaced. By combining their mental powers, the minotaurs managed to "hack" the capsule's controls after a couple of months of trial and error. Their first "test flight" took them to the Roman era, where, in an ironic twist of fate, they spent several years at the centre of a cult that worshipped Mithras, the bull-slaying Persian deity. When the cult fell victim to the politics of the Roman legions, they decided to attempt a longer jump forward in time, and landed, more or less at random, in 1936. When they encountered Whitlow, draining his mind of knowledge as well as faith, they realized that humanity was only decades away from developing a level of communications technology that would allow religious cults to operate on a global scale. They jumped forward again to 2012, and started intercepting and analysing television broadcasts and Internet traffic, searching contemporary human cultures for faith movements that they could exploit. They were still in the early stages of their research when the American tourists discovered the entrance to the Temple. The minotaurs were not overly worried by this. The inner chambers of the Temple were sealed and impregnable, and they could always kill the intruders if necessary. They were content to watch and wait as the archaeologists worked, although if they caught a particularly faithful member of the dig alone, they were happy to drain his life away.

THE MINOTAUR TEMPLE

The minotaur temple has a fairly simple design. An outer archway leads into a gently sloping access corridor that goes down about a hundred yards. The corridor ends in a pair of double doors, seemingly made out of brass, that are sealed automatically when the Temple is in flight through the time vortex. The doors open onto the Temple proper, an oblong room roughly a hundred feet long by seventy feet wide. The Temple's Architectural Configuration System allows this area to take any shape the minotaurs wish; it is presently in the form of a Mithraeum. At the far end of the room is an altar made from white marble. Like the room itself, the altar can take many forms; at the moment, it is adorned with a bass-relief of Mithras slaying a bull. In reality, the altar is a sophisticated telepathic circuit that absorbs and amplifies the mental energy of human worshippers and feeds it to the minotaurs. This allows them to sustain themselves without killing their victims, provided that they have a congregation of at least thirty believers present.

On the wall behind the altar is another bass-relief of Mithras, this one more than eight feet tall. The only access to the Temple's inner chambers is through this bas-relief, which simply disappears when one of the minotaurs sends the Architectural Configuration System a telepathic command. Any Time Lord who examines the room and discerns the altar's true nature can do the same thing automatically, and other telepathic characters can do so by succeeding in a moderate difficulty roll. A K-9 unit programmed by the CIA could also open the entrance, by interfacing with the Temple's computer systems.

Through the concealed entrance are living quarters, storerooms, and work areas for the minotaurs. The walls are silver-blue metal, decorated with the normal TARDIS roundels and illuminated with blue and red lighting from an unidentifiable source. There are a few control panels, with outsize controls shaped for the minotaurs' large hands, which program the appearance of the Temple and operate the vessel's scanners, but no flight controls. The surroundings are luxurious, with a great deal of artwork on display – some of it from ancient Greece, others in an alien style from the minotaurs' own home world – and furnishings that somewhat resemble Louis Quinze, upscaled to the minotaurs' size and reinforced against their bulk.

INSIDE THE MITHRAEUM

There are fifteen minotaurs aboard the vessel. They do not typically carry weapons, relying on their psychic powers or physical strength to deal with anyone who dares to challenge them, but the capsule does contain a small cache of staser rifles, permanently locked onto a “stun” setting. There are no guards stationed at the entrance; the minotaurs assume that only they, or their mysteriously vanished employers, can open it.

THE ADVENTURE

ARCHEOLOGY STUDENTS RESEARCHING THE MITHRAEUM

Time Lord characters could be summoned to the scene when their TARDIS detects a warning signal from the Temple, triggered by the minotaurs’ unauthorized tampering with its controls. If the characters work for UNIT, they could be an undercover team sent to infiltrate and monitor the examination of the site.

The dig is headed by Dr. Theodora Mikos from the University of Athens, a tanned, white-haired woman in her mid-sixties with a brisk but motherly manner. Dr. Mikos is very worried by the recent deaths of two of her graduate students, allegedly from heart failure. She is increasing suspicious of foul play, despite the police investigation having found no evidence of it. Dr. Mikos will make a natural ally for the characters if they can win her trust.

If the Doctor is present, the UNIT infiltrators will recognize the TARDIS at once and approach him for help. If the PC group are from UNIT themselves, they should ideally include at least one character with the Telepathy special ability, although the hidden entrance in the Temple could be opened by an NPC if necessary.

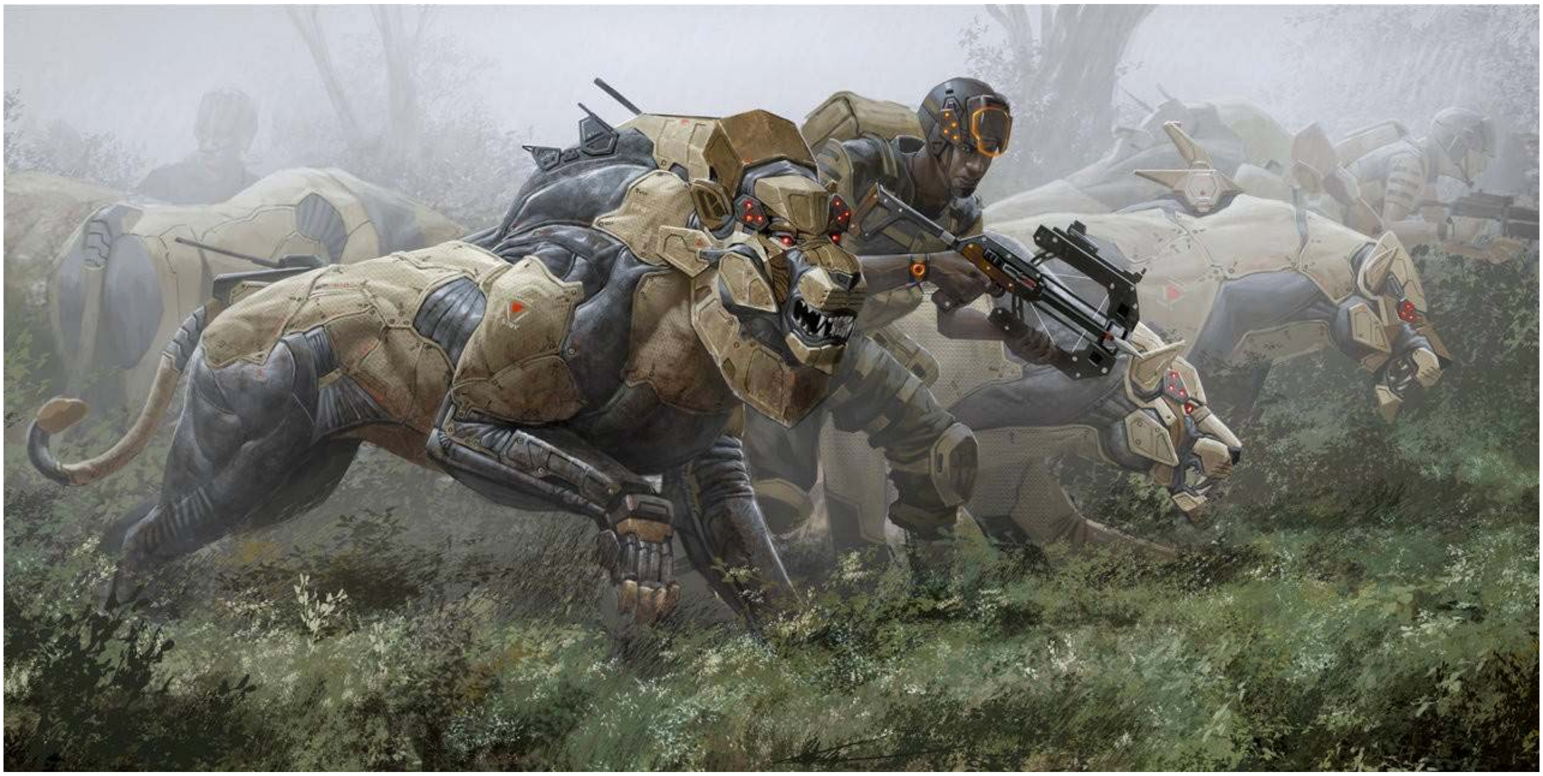
In any case, the objective is simple and quite linear — to stop the minotaurs from infiltrating, influencing, and exploiting whichever religion or religions they eventually decide to manipulate. A straightforward military solution is one way to do this, and it would not be out of keeping with early UNIT stories like “The Invasion”. A Time Lord could re-program the Temple to take the minotaurs back to their own home planet. A telepath who sensed the minotaurs’ true nature could try to “poison the well” by placing a group of people without strong faith – or militant rationalists who rejected the idea of faith – in close proximity to the telepathic amplifier built into the altar.

THE ALEXANDRIAN SOCIETY

Whitlow’s Mithraeum is exactly the sort of find that would attract the Alexandrian Society, especially if history records that it vanished again shortly after its rediscovery – which it would have, if a Time Lord sent it away from Earth, or UNIT hid it away in the Black Archive. Andreas Roth or one of his agents could be present at the dig site. Their technology is not advanced enough to penetrate the Temple’s interior or understand its technology, but it is well beyond anything that Earth in the early twenty-first century could produce. That will allow the minotaurs, who are at TL6 themselves, to recognize anyone from the Alexandrian society as an intruder from another time. It is possible that they might target Roth and his agents – who lack faith and will thus be unaffected by the minotaurs’ psychic powers. But it is equally possible that they could form an alliance. The Alexandrian Society would not be willing to countenance the minotaurs tampering with human history – which could even lead to their becoming temporary allies of the player characters – but they would be happy to transport the creatures forward to the twenty-seventh century, and find them a congregation on some primitive planet on the fringes of the Earth Empire. Certainly the Society would jump at the chance to examine the Temple’s technology, although they would have almost no chance of understanding it. Even if they cannot reproduce it, however, its ability to transport large volumes of creatures and materiel would be a significant step up from their own cramped time machines.

THE MINOTAURS

The minotaurs are first seen in the *Doctor Who* story “The God Complex”. In that story the 11th Doctor says that the Minotaurs are distant cousins of the Nimon (as seen in “The Horns of the Nimon”). The minotaurs convert the faith of creatures into food like energy that sustains themselves. The exact name of the race of minotaurs is not given in the show.



THE ROYAL HUNTERS

MODULE: "TIRED OF RUNNING"

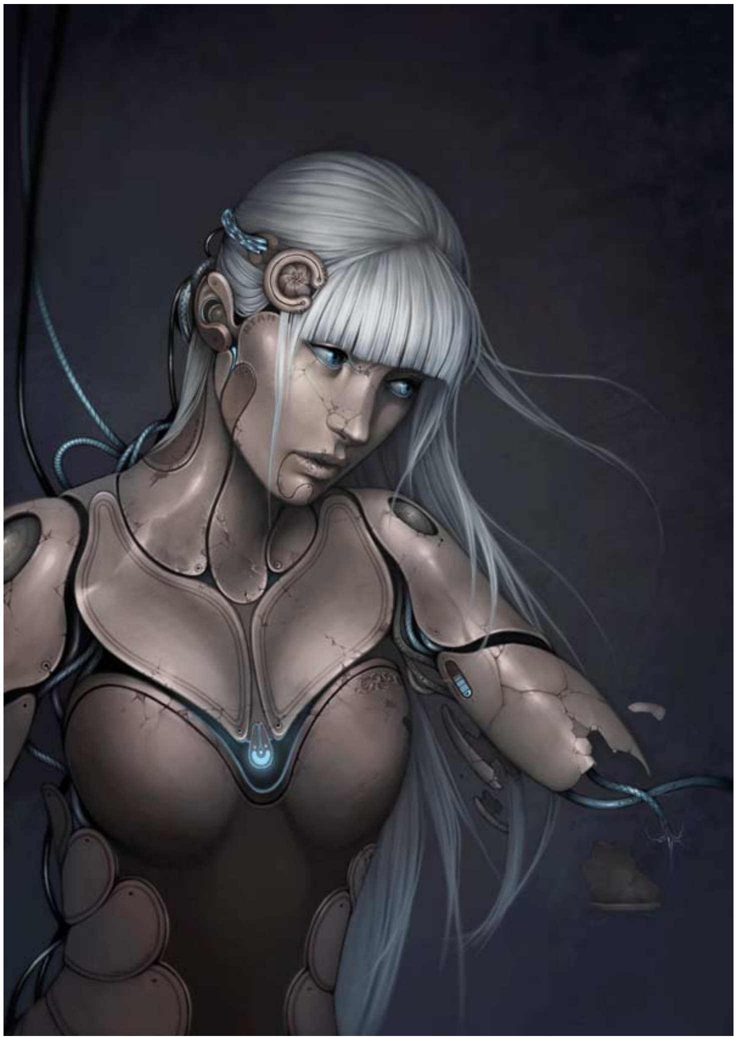
"Tired of Running" is a Doctor Who *adventure module set on the planet Hoirana in 4523BCE. The player characters find themselves landing in the woods and encountering an unusual life form only to discover there is danger on its way. This adventure module can be run with either the Eleventh Doctor and Clara or another group of time travelling characters. "Tired of Running" was played as part of the on-going DDWRPG campaign as module #4434.*

The TARDIS lands in the woods of the planet Hoirana, far in Earth's past in the year 4523BCE. The Time Lord of the party will know that the human-like race that lives on the planet are very advanced and live alongside robots that work as servants for the Hoiranians. The TARDIS crew find themselves walking among the trees of a fairly wooded area. The crew can explore, look around, and encounter the strange and wondrous animals in forest.

After a fair amount of enjoying themselves, characters can make awareness or intuition rolls to see if they notice something. Any character that succeeds in their roll will hear a muffled sobbing. From behind some thicker shrubs, the players will find a female-styled robot that is seems to be crying. This emotion alone should be a hint to the characters about the uniqueness of the situation – robots should not display emotion, let alone cry. At first the female robot will be startled and ask that characters, "Please, don't kill me!" She will then collapse and beg them for help. The characters will notice that the robot's left arm is caught in a bear trap-like mechanical device. Her mechanical arm is damaged and does not fuction well as it has been crushed in the jaws of the trap. Characters who show the robot some support or assistance will begin to earn her trust and she will reveal her whole situation.

The female-styled robot has the name of Anara. She explains that she was a servant robot who helped care for some of the children in the nearby castle and estate. She helped to raise the children, and as they grew and learned for some reason she began to feel emotions and learn as well. As the children matured into teenagers, she learned some of their emotions as well, and once they felt hurt, she did as well. On one day the father of one of the children yelled at the teen and also hit them. Anara explains that she in turn defended the teen, but her defiance was immediately noted. The father determined that she was malfunctioning and ordered her to be hunted. Anara explains that now it has been four hours since the hunt began and only a short while ago did she have the misfortune of stepping in the trap and getting caught. She laments that she is tired of running.

Once the players and Anara have become friendly and trusting of one another, the situation begins to evolve. The group suddenly hear the barking of dogs, and a group of people running through the woods. Moments later a



ANARA, VICTIM OF THE HUNT

group of hunters breaks into the area. The hunters are carrying advanced laser guns and the hunters wear exo-suits that give them enhanced strength and senses. Alongside the hunters are robotic hounds that have advanced sensors on them, and as they spot Anara, they bark loudly and bear their metallic canine teeth. The group look as if they are about to destroy the poor robot.

The group is a hunting party belonging to the owner of the castle that Anara used to work at. The castle is owned by King Canizzo, whose two children Barbera and Ross, were the children that Anara cared for. The King has a distain for his robotic servants and does not accept that Anara may be sentient. His children have pleased with their father to protect her, but instead he ordered Anara hunted.

The characters must now decide what they want to do to assist Anara. The TARDIS crew must escape the hunters (or pretend to claim the prize of the hunt and its recognition). If they fight or run, they must avoid the trap on the hunting grounds, as well as the hunters and the hounds. The safest place for them to flee is actually back to the castle, as most of those who are on the hunt are spreading out and away from it. If the characters claim the prize of the hunt they will be escorted back to King Canizzo's castle.

Either way, the players should find themselves back at the castle either in the intentional audience of the king, or as a surprise as they encounter the King and his guards. Anara will be seized, and the players interrogated about their involvement with her. It is at this time that the players have their chance to engage the King and convince him that Anara is special and truly and evolved life form. King Canizzo will be reluctant to believe that robots can evolve their own personalities. He threatens to kill Anara and her associates for their insubordination to the word of the crown.

If they players are struggling with a solution for the problem at hand, they can spend a story point or make a successful awareness or intuition roll. The players must convince King Canizzo that it is to his advantage to show mercy and treat Anara as the being that she is. The key to this is appealing to his children Barbera and Ross. The characters need to make sure that the children have a chance to have their opinions heard. The children have bonded with Anara and consider her not only a nanny but a good friend. Given the opportunity to speak freely the children will advocate for Anara, and even challenge their father's perception of what friendship and support mean ("Anara supports all we do and puts us first as her family rather than simply make decisions because of what we thing – without any advice"). The teenagers will do their best to convince their father of Anara's worthiness.

The future of the planet Hoirana hangs in the balance. The characters can add to the argument of the importance of Anara, but pointing out that she may be first, but will not be the last, automaton to gain sentience. To win over the robots and start the relationship on a positive note may be the King's opportunity to saves his kingdom from the chaos that could happen if the situation was handled badly. With the player's arguments, and the influence of his children, King Canizzo should be able to find it in his heart to treat Anara appropriately, and to help his planet move forwards to a new era.

As the King moves towards a more moderate solution, others in his court will act in opposition to these radical thoughts. The King's authority gets challenged, and it may be up to the characters to act as a champion for the King's changing viewpoint. They may have to engage in a duel with those who oppose robot rights and the King's new view. With this final threat out of the way, and with Hoirana's future seemingly a bright one, the characters can leave the planet for new adventures. Anara remains good friends with the teens.

MODULE: "DECAYING ORBIT"

"Decaying Orbit" is a Doctor Who *adventure module set on the planet Porisolon in the year 678,987CE. This adventure has the TARDIS crew land unexpectedly on a planet where an expanding sun's increased gravity is threatening a collision between the various planets in the system. This adventure module can be run with either the Third Doctor and Jo Grant or another group of time travelling characters.*

The TARDIS lands on the surface of the planet Porisolon, a planet that is similar 1950CE Earth. The characters will immediately notice the other planets that are hanging in the sky very close by. It does not take any special roll for the characters to notice that the planets nearby seem to move and spin slowly. The motion is obvious to an observer and the fact that planetary motion can be seen should be of concern. A Time Lord, or a character with a background in physics, will realize that things are very bad for the planet.

To get information about the gravity of the situation the characters can go to the nearby science center to talk to some of the scientific staff. The center itself may require the characters to sneak inside, as there will be security personnel outside. Once inside the TARDIS crew will finally meet up with the science staff and realize that the orbital decay that is being experienced by the planet has happened very quickly and has only occurred in the past 60 days. The scientists have been monitoring their sun, and they have discovered that the son is beginning to expand. The swelling of the sun is increasing the gravity on the other planets (including Porisolon) and their orbits are shifting. The characters can make science rolls to realize that life of the planet will be extinguished within two weeks unless some solution is found. Billions of people are in danger, and their evacuation is impossible.

The TARDIS crew are not helpless in saving the planet. The Game Master must challenge them to think big when finding their solution (and story points might be an important resource for the players here). There are a few wibbly-wobbly large scale astro-physical solutions that the characters can find for the situation. One solution is to find a way to move the nearby gas giant planet into the sun. The gasses in the gas giant planet will become a new source of fuel for the sun. Rather than causing a continued expansion, this will actually cause the sun to compress due to the gasses being thermodynamically pressured and changed into a solid fuel. There are two ways to enact this first solution. The first is by having the Time Lord use his TARDIS as a means to harness the planet in a force field and fly it into place as seen in "The Stolen Earth". The second method would be by having the Time Lord use dimensional mechanics to create a wormhole from the current position of the gas giant into the heart of the sun. In both of these cases, the Game Master should add complications to the events at hand by requiring multiple TARDIS piloting and science rolls. Moving a large planet by any means is not an easy task.

The second method to save the population is to shift the planet (or its people) into an alternate universe (not unlike in "The Day of the Doctor"). Moving the whole planet would be more difficult and might need the involvement of more Time Lords, but moving the population through a time shift is an easier solution. This can create complications as the people may end up on a parallel world where they possibly meet their doubles, or there is a conflict between those already there and the newcomers. An empty world is also a possibility.

The final complication to the adventure can be that the TARDIS crew discover the Sun's increase in size is the work of a nefarious force such as the Daleks or another extra-terrestrial interloper. The crew have to deal with the villains in order to ensure the planet is safe from all harm.

NPC FEATURE: JOXANE

by Tim Hartin

Here is the first of a number of character, monster, and race submissions from Tim Hartin who has stated up a non-player character suitable for use in any campaign, the former Draconian dancing girl Joxane.

Brief Personal History:

Birthplace: Orinth, AD 2503.

Joxane Salvatore (as she was known then) was born on the Earth colony world of Orinth located on the shared border between the Earth Empire and the Draconian Empire. Her family were professional entertainers (aerial acrobats) who performed with a travelling carnival show known as *Bartholomeus' Hovering Circus*. They entertained everyone from the average citizen to the upper echelon of Orinth society. Even at a very young age, Joxane displayed incredible ability as she followed in her parents' footsteps as an aerial acrobat.

Several days before her sixth birthday, Joxane was travelling with her parents on a transport ship to the nearby colony world of Teus when their ship was attacked by a Draconian cruiser. The ship's engines were disabled and the Draconians boarded it. They looted the ship of all its valuables and cargo. Joxane was seized by the leading Draconian nobleman who decided to keep the young girl for himself.

The Draconian Nobleman, Erashkun the Third, was considering selling the girl to pirates until he saw her perform her acrobatic manoeuvres as she attempted to escape her capture. He was so impressed with her ability he placed her with his stable of special entertainers. He would spend good money training her in various dance styles and would often use her to impress his guests.

Joxane would spend the next sixteen years as a slave to Erashkun. Her primary duties were her aerial dance routine but she also performed many other dance styles (including several native Draconian dances). While she was treated relatively well, should she breach formal etiquette and/or protocol, Erashkun would not hesitate to punish her for the transgression. Since she spent most of her life in Draconian slavery, she had forgotten her family name as well many details about her parents (except a basic description of her mother's face).

On her twenty-second birthday, she found herself and the rest of Eraskun the Third's entertainers had been given to a fat Draconian nobleman, known as Moruk'n, to pay off a gambling debt. Moruk'n was a foul man who had little interest in art and was only entertained by his own basest desires. He had taken an unhealthy interest in Joxane and it took all her wits and grace to evade his advances. She was running out of excuses and she knew her near future look bleak.

During a party celebrating the Emperor's Birthday, Joxane and her fellow entertainers performed for Moruk'n and his guests. Her performance delighted the crowd and one guest in particular, an alien known as Lord Marco. Unknown to Joxane, Lord Marco had enquired about her origins but Moruk'n brushed off any questioning.

Later that night, Moruk'n had entered Joxane's bed chambers and attempted to force himself on her. She fought back and killed him with his own shurk'n. She knew there was only one punishment for a slave killing her master – death. She collected the shurk'n and quickly made her escape. Joxane knew her only chance was to hide in the rocky hills to the north of the city. It would not be much a life but she would at least be free. As she exited Moruk'n's home, she ran into the 'alien' that was at the party earlier that night. She raised her shurk'n and told him to let her pass. She was done being anybody's slave. He told her to put the knife away and he then introduced himself as Lord Marco. He assured her he only wanted to help. Joxane did not know if it was the tone of his voice or his bearing, but she sensed she could trust him.

Lord Marco smiled and told her to follow him. He led her to Moruk'n's garden and stopped at a large, stone statue of a meditating portly man. He walked to the back of the statue and disappeared into it. She shrugged her shoulders and followed him. To her amazement, she found herself in a large white chamber with Lord Marco standing at the central control column. The walls of the chamber were decorated with many historical paintings. Lord Marco welcomed her to his TARDIS and with that, he set the controls and they were off in time and space.

Joxane would spend the following year travelling with Lord Marco and see some wonderful sights – the Reverse Waterfalls of Belasora Major, the Singing Trees of Zro, the Eye of Orion, the Great Exhibition of 1851, the Flavian Amphitheatre (a.k.a. the Colosseum) of ancient Rome, the Hanging Gardens of Babylon, and many more. She was even able to reunite with her parents after all those years they did not know if she was dead or alive. Joxane still considers her family reunion to the greatest thing that Marco has shown her. It was during her travels with Lord Marco that she learned he was a Time Lord (and his full name is Marconollavirandavashi).

Appearance:

Height: Average
Build: Slim
Looks: Attractive
Apparent Age: Young Adult
Actual Age: 23

Recognition Handle: An athletic young woman with brown eyes, and long dark brown hair tied up at the back of her head. She has a charming smile.

Distinguishing Physical Characteristics:

Joxane has an athletic, lithe figure – the body of a dancer. She usually wears a short off-white satin dress, with a red cloth sash for a belt, and a pair of sleek black boots with a shurk'n (a Draconian knife) tucked in her right boot. When she smiles, her whole face lights up. She has been known to wear a wide assortment of clothing depending on the local climate and/or customs. She almost always has her shurk'n somewhere on her possession (even if Lord Marco frowns upon it).

Personality:

Motivations/Desires/Goals: After enduring decades of slavery, Joxane is now driven by the desire to remain free. She satisfies this desire by travelling with Lord Marco as they explore time and space. She is immensely grateful to Lord Marco for helping her escape her slavery and as such, trusts him implicitly. Her other great love in life is her love to dance and perform for others. She has been known to do impromptu performances for others during her travels. Joxane will not tolerate cruelty or malice and is quick to speak out against it, or act against it directly if need be. She always cheers for the underdog and will help those who need help – especially those who are most vulnerable (i.e. the young, the old, the oppressed, etc.).

Manner: Joxane has a smile that lights up her whole face. Her friendly demeanour hides a tough, determined inner core that was fashioned by decades of Draconian slavery. She does not hold any grudge against Draconians for the actions of a few. She spent enough time with other Draconians who were also slaves or who were no better than slaves since they were from the lowest ranks in Draconian society. She especially takes great pleasure in deflating the egos of those who are pompous or snobs. She has experienced enough of them in her own lifetime to put up with that type of behaviour any more.

Here are the stats for the human female dancer/ex-slave Joxane:

If using the FASA *Doctor Who* RPG:

	STR	END	DEX	CHA	MNT	INT
Level	IV	V	VI	V	V	IV
Score	10	16	15	15	15	10

MAX OP 22 **END**	**WOUND HEAL** 4	**INACT SAVE** 12 LEVEL III
CURR OP 22 **END**	**FATIGUE HEAL** 4	**UNC THRESH** 6 LEVEL II

Special Abilities: Enhanced Dexterity

Combat Statistics: AP: 11

Armed Combat - Knife (Skurk'n)	- IV
Unarmed Combat - Martial Arts (Capoeira)	- V

Skills - Level

Artistic Expression - Aerial Dance	- VII
Artistic Expression - Afro-Caribbean Dance	- V
Artistic Expression - Draconian Belly Dance	- VI
Artistic Expression - Draconian Folk Dance	- V
Artistic Expression - Draconian Flute	- IV
Artistic Expression - Flamenco Dance	- V
Artistic Expression - Vocal Music	- IV

Carousing	- V
Environmental Suit Operation	- III
Gambling	- VI
Gaming - Draconian Chess	- IV
Public Performance	- VII

(Stats continued on next page)

Security Procedures - Lockpicking - V
Security Procedures - Stealth - V
Space Sciences - Astronomy - III
Sports - Acrobatics - V
Streetwise - V
Technology - Communications Systems - III
Trivia - Draconian Customs - V
Trivia - Draconian Language - VI
Trivia - Foamasi Language - III
Trivia - Martian (Ice Warrior) Language - III
Trivia - Navarino Language - III
Vehicle Operation - Ground Vehicles - IV
Verbal Interaction - Negotiation/Diplomacy - V

If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	3	5	3	3	4	4	4	3

Skills - Level

Acting [Awar] - 3
Bargaining [Awar] - 2
Computing [Know] - 1
Dancing [Con] - 3
Driving [Move] - 2
Edged Weapons [Con] - 2
Eloquence {Awar] - 1
Gambling [Awar] - 3
Gymnastics [Con] - 3
Linguistics [Know] - 2
Lockpicking and Safecracking - 2
Martial Arts [Con] - 2
Musicianship {Awar] - 2
Science [Know] - 1
Singing [Awar] - 2
Stealth [Con] - 2
Striking Appearance [Awar] - 3

If using the *Doctor Who-Adventures in Time and Space* RPG:

	AWARENESS	COORDINATION	INGENUITY	PRESENCE	RESOLVE	STRENGTH
LEVEL	3	5	4	4	4	3

Skills - Level

Athletics - 4
Convince - 3
Craft - 0
Fighting - 3
Knowledge - 3
Marksman - 0
Medicine - 0
Science - 2
Subterfuge - 3
Survival - 0
Technology - 2
Transport - 2

Traits: Attractive, Charming, Quick Reflexes, Obligation (former slave).
Story Points: 10

JOXANE ADAPTS HER STYLE TO THE ENVIRONMENT AND CULTURE SHE IS IN

JOXANE ADVENTURE SEEDS

STAR OF THE SILVER SCREEN: The TARDIS lands in the late 1930's Hollywood, California. As Joxane and the crew enjoy a simple day in the city, Joxane is "discovered" by a talent agent. She is given the chance to appear as an extra in a movie, and then quickly gets the attention of Hollywood. While the TARDIS crew do not mind the short break from more serious travels, and Joxane enjoys the opportunity to perform, she is soon cast in an up and coming film. Meant to replace Sonja Henie in a movie with Clark Gable and Mickey Rooney. Shooting of the picture goes well, but on the night of the film's planned premier, the TARDIS crew discovers that the director has hired the mob to ensure that Joxane never gets to the screening. The director has a vision of martyring Joxane as a young star to bring attention to his picture and intends to use the "tragedy" of her death to increase publicity. The characters discover this as another driver comes to pick up Joxane, after she has left with the substitute mob driver. The TARDIS crew need to save Joxane and reveal the director for the murderer he is.

RETURN TO DRACONIA: The TARDIS lands on the planet of Draconia, and though a bit tentative, Joxane is a bit happy to be back in somewhat familiar surroundings and in better circumstances. But the situation becomes a bit more complicated when the nephew of Moruk'n (Joxane's previous owner as a slave) claims his property right of Joxane in the Emperor's presence. To complicate the matter, Joxane is accused with the murder of Moruk'n, a capitol crime— especially for an off-worlder. Taken into custody, the TARDIS crew must argue for Joxane's innocence and her right to freedom in the Draconian court. The key to her survival might be a duel of honor, which unexpectedly as a female (in Draconian culture) Joxane may step up to do herself. The emperor may be so impressed with her martial arts and her fight for freedom that he would most likely side with her.

IN THE SPOTLIGHT: Joxane indicates that she wants to continue to learn different types of dancing. As the TARDIS journeys to different cultures and times allowing her to expand her repertoire. Landing in 1969 on Earth, Joxane gets the chance to learn modern dance from leading choreographer Martha Graham. Her lessons go well, until one day when she discovers a suicide attempt by Graham. The teacher needs medical attention immediately. After this, the TARDIS crew need to also get the choreographer continued help for her depression as Graham's history says that she lives until she is 96 years old (in 1991), having changed the world of dance forever. The student helps save the mentor.

CONCINNITY/KAPPA KON

FROM STEAMPUNK TO TIME LORDS TO ANIME'

SCIENCE-FICTION AND GAMING CONVENTION - SATURDAY, 13 APRIL 2013 @ 10am to 11pm

MILWAUKEE SCHOOL OF ENGINEERING - 3rd Floor, 1025 North Broadway, Milwaukee, Wisconsin 53202

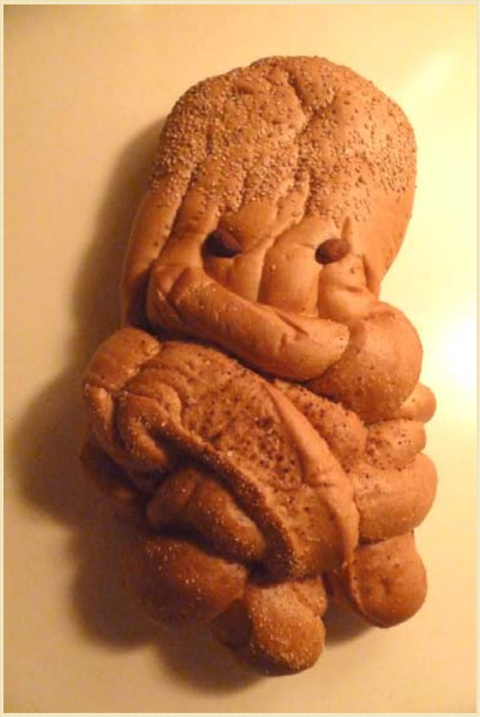
WITH SPECIAL GUESTS
Arnold Blumberg - Steven W. Hill - John Matson - Rob Warnock
Jennifer Adams Kelley - Mike Olson - Brian "CPT. Corrugate" Neubauer
John Roberts - Milwaukee Time Lords - Milwaukee Makerspace
Milwaukee Steampunk Society - MAGE

EVENT REPORT: CONCINNITY XIII / KAPPA KON CONVENTION

One of the events that put Issue #20 of DDWRPG a bit behind schedule was the almost the entirety of the DDWRPG staff worked, were guests at, or attended the Concinnity XIII / Kappa Kon science fiction and gaming convention, which was held on Saturday, 13 April 2013. The event held at the Milwaukee School of Engineering in Milwaukee, WIsconsin, USA was sponsored by the Milwaukee Steampunk Society and MAGE (the university's sci-fi, gaming, anime and chess club). Other collaborators for the event included the Milwaukee Time Lords, Milwaukee Maker Space, and MIAD's "That Anime Club".

The 2013 convention was the 13th held, and it would be a very *Doctor Who*-centric event in many cases. Guests at the convention included publisher and author Arnold T. Blumberg (*Howe's Transdimensional Toybox*, and *Doctor Who Outside In*), Steven W. Hill (author of *Silver Scream Vols. 1 & 2*), John Matson (*Magic: The Gathering* CCG artist), Rob Warnock (*Silver Scream*, film composer), Jennifer Adams Kelley (writer, *Chicks Dig Time Lords*), Mike Olson (director, *Thriller Theater!*), Brian "Captain Corrugate" Neubauer (SFX artist, *Pioneers of Television*), and John Roberts (director, *The Wheel*). Each of the guests was presented with a special loaf of Cthulhu shaped bread made by the con staff, which was quickly nicknamed "Ood bread". This became a running joke through the event as some of the guests were

PICKING UP GUEST ARNOLD BLUMBERG AND GIVING HIM...


...CTHULHU BREAD!

SETUP ON FRIDAY NIGHT

FRIDAY DINNER...

...WITH THE CON STAFF

CON CHAIR BRYAN AT REGISTRATION

VENDORS AT THE CON

PEOPLE TAKING IN THE BOOTHS

FROM STEAMPUNK TO ANIME

presented their bread during panels by the maids of the Hoshi Yo Nume anime maid café. This led to a lot of laughs and awkward moments as everyone was somewhat unsure of what was going on.

The convention itself had a subtitle of “From Steampunks to Time Lords to Anime” representing the variety of interests and discussions that were happening at the event. At this year’s convention, the team behind Concinnity teamed up with the anime convention Kappa Kon which had been inadvertently scheduled for the same weekend. In an effort to support both conventions and create a better event for all, both conventions teamed up to become one for this year.

The end results were amazing, with the convention breaking numerous records. Total attendance was 538 people, with there being a record 20 vendors at the event. Vendors covered everything from game stores, to jewelry, to collectable card sellers, to anime items, to steampunk costumes. There was truly something there for everyone.

Besides vendors, there were many great events for attendees to be a part of. One of the more popular panels that featured a number of the guests was on “50 Years of Doctor Who”. A good sized group attended to hear the guests talk about the series as well as the various information that was known about the upcoming anniversary special. Other activities at the convention including various role-

50 YEARS OF DOCTOR WHO PANEL

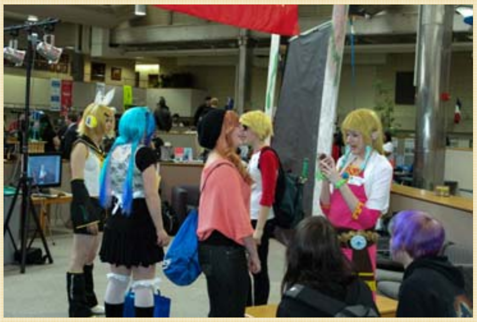
INTERESTED AUDIENCE

HOSHI NO YUME MAID CAFE

SFX ARTIST BRIAN NEUBAUERS’BOOTH

RECORD SETTING ATTENDANCE

GAMING FUN



ANIME COSPLAYERS

NEIL AT THE DOCTOR WHO RPG PANEL

DOCTOR WHO RPG GAME

ALL KINDS OF GAMING WAS AVAILABLE

RPG MINIATURES YOU COULD...

...PAINT AND TAKE HOME FREE

playing game slots that participants could sign up for. The convention included three separate *Doctor Who* role-playing game adventures that were run for those who were interested.

Doctor Who gamers also had a chance to hear DDWRPG staffers Neil Riebe and Nick Seidler do a panel on *Doctor Who* RPGs. Neil took the lead in describing the various games that were available and then primed people on the fun and enjoyment of RPGs. The discussion included the different *Doctor Who* games were similar and different. After the panel, players could go and enjoy various slots of *Doctor Who* role-playing games that were scheduled during the rest of the convention.

The convention's guests gave a number of interesting talks during their panels. Artist John Matson talked about how he composes artwork and what one needs to do to get commissions as a commercial artist. His own work includes *Magic: The Gathering* and *Game of Thrones* cards, as well as many other art projects. Attendees were even able to buy prints of his artwork and also get their MTG cards signed.

Brian Neubauer, better known in special effects circles as "Captain Corrugate" thanks to his work using

DOCTOR WHO GAMING AT CONCINNITY XIII / KAPPA KON

There were three separate slots of *Doctor Who* role-playing games played at Concinnity. Anna Kaas and Allison Haas each Game Mastered a slot of the FASA *Doctor Who* RPG during the afternoon. In the evening Neil Riebe ran a slot of Cubicle 7's *Doctor Who-Adventures in Time and Space* RPG. All the games were full, and players enjoyed themselves a great deal when adventuring in the Whoniverse.

THE POPULAR POKEMON PANEL

RETRO VIDEO GAMES WERE A HIT

MANY PEOPLE PLAYED OLD CONSOLES

A VARIETY OF PANELS WERE HELD

GAMES COULD BE CHECKED OUT

cardboard as his primary medium, talked about his time working in Hollywood and doing model effects. Most recently he built a miniature reproduction of the *Honeymooners* TV show set which appeared in the PBS series *Pioneers of Television*, which won an Emmy Award in 2012. Besides an interesting talk, Neubauer was available at his booth to give tips and demonstrate techniques to those who were interested. He also brought along with him cardboard reproductions of *Star Wars* battle droids, as well as a 7 foot tall Jack Skelington model from the animated film *A Nightmare Before Christmas*.

Also on hand talking about how they direct films were directors John Roberts and Mike Olson. Both had panels that touched base on the details of how they assembled their movies and what is needed to work on a professional film project. Exciting and informative all around.

Events at the convention include card, board, video, and role-playing games. Also happening were cosplay meet-ups and anime discussions that were happening through out the day. Drinks and snacks were available at two locations which were staffed by the entertaining and fun members of the Hoshi No Yume maid café. Their entertaining and fun service at the event was as much an enjoyable feature as it was a quick way to satisfy one's hunger. The maid café's games made for an enjoyable distraction when stepping away from the other fun.

A paint-and-take event let attendees paint their own miniatures which they could then keep and take home. Other events included an Anime Jeopardy event that was well attended and sponsored by the Milwaukee Institute of Art and Design's That Anime Club. Milwaukee Makerspace also sponsored talks on how to

STEAMPUNK WAS A BIG FEATURE

VICTORIAN COSTUMES WERE POPULAR

CHESS STILL HAS FANS

STAFF PLAYING SOME MAGIC CCG

WITH THE MAIDS AT THE CAFE

STAR WARS BATTLE DROIDS

GREAT CONVERSATIONS

RPG GAMING

JOHN ROBERT'S PANEL ON 'THE WHEEL'

OTHER CLUBS GAVE SUPPORT

LEAGUE OF LEGENDS PANEL

PANEL ON CRAFTING

ANIME DISCUSSIONS

CHICKS DIG TIME LORDS PANEL

DDWRPG STAFF HERO QUESTING

make costumes and props, while Kappa Kon and their staff oversaw a good deal of the anime programming as well as the costume contest that was held.

The Milwaukee Steampunk Society helped the MAGE staff run one of the favorite features of the event a *Doctor Who* Living Dungeon adventure. A living dungeon pits attendees own wits to a LARP-style dungeon that they must solve and survive. The event was booked from early in the day with every one who tried it saying that they truly enjoyed the experience.

In all, Concinnity XIII/Kappa Kon was a success in both attendance and in experience. From special guests, to panels, to vendor goods, to cosplay, to gaming, to the living dungeon *Doctor Who* was one of the main features of the event. We welcome everyone to join us again next year for this super-affordable and quite enjoyable event. Hopefully each year of Concinnity will bring new people and new ideas to one of our favorite gaming and *Doctor Who* events.

CONCINNITY XIV / KAPPA KON

Concinnity 14 / Kappa Kon has been scheduled for Saturday, 05 April 2014 at the Milwaukee School of Engineering. We hope that our readers can join us again for the convention. To follow updates visit:

www.facebook.com/concinnitycon

concinnitycon.weebly.com

DOCTOR WHO LIVING DUNGEON

LOTS TO SEE

COSTUME CONTEST

GREAT COSPLAY

A GREAT SUCCESS

CONCINNITY PHOTO BOOTH COSPLAYERS

The Concinnity/Kappa Kon convention featured a free photo booth sponsored by the MSOE Photography Club. Here are some of the many photos of con-goers who attended the event (from guests, to staff, to attendees)...

And here is a special page devoted to the *Doctor Who* cosplayers that attended (and yes, the clockwork robot, the weeping angel and ood were so good they could have been from the show!)…

And a few more that we also liked...

LIVING DUNGEON SCENARIO: A CLOCKWORK STORAGE

by Nick Seidler, Amy Savela, Bridget Sharon, and Mason Eperly

This *Doctor Who* living dungeon was first put together for the Concinnity 13/Kappa Kon science fiction convention held on Saturday, 13 April 2013 at the Milwaukee School of Engineering in Milwaukee, Wisconsin. The living dungeon was primary constructed as an event to be a part of the convention. Besides the main writers for this script, help in developing the scenario and running it was also given by the following people: Anna Rodriguez, Tim Murphy, Karl Klinger (yes, he's a real person), Amanda Marchatti, members of the Milwaukee Steampunk Society, members of the MAGE club, and Bryan Baumann (the con's chairperson).

This living dungeon presents a script for a *Doctor Who* adventure story set in Victorian London. The Doctor has gone missing, and the group of players must track him down, avoiding traps, outsmarting the challenges and defeating the dangerous villain and his minions. At the heart of the adventure is a journey into the mysterious Mr. Klinger's factory in Victorian London.

SCENARIO BASICS

- Players have 3 hitpoints each and are a party of 4 players (no specific characters).
- Clockwork Robots have 1 hitpoint each. Mr. Klinger has 4 hitpoints.
- Players have special equipment explained in the scenario.
- There are 10 encounter areas, required props, volunteers, and items are listed after each area.
- The GM should accompany the players in the dungeon, and will need at least 6 volunteers to act as bad guys (1 to represent Mr. Klinger, 3 to play Clockwork Robots, 1 to play a Weeping Angel, and 1 to activate other traps in the adventure and play the Doctor).

PROPS NEEDED FOR THE WHOLE LIVING DUNGEON:

- Sonic Screwdriver prop (or pencil)
- 7x green crumpled pieces of paper representing Sonic Screwdriver uses
- 2x Revolver (one for the players, one for Mr. Klinger)
- 5x orange crumpled pieces of paper representing bullets from the gun given to the players
- 4x red crumpled pieces of paper representing bullets from a gun held by Mr. Klinger

- Psychic Paper prop (or folded piece of blank paper)
- Banana (or folded piece of yellow paper)
- 3x clockwork robot masks
- Weeping Angel mask
- Gross (144) orange ping-pong balls (to represent falling sparks) - orange crumpled pieces of paper can substitute
- Six-foot pole (to represent the force field in Mr. Klinger's office)
- Scarf or Fez (to represent the Doctor)
- Top Hat (to represent the villain Mr. Klinger)
- Cardboard (for crushing wall)
- Paper for making basic signs
    - "Bad Wolf Pub"
    - "Bad Wolf Pub - No Solicitors" (back door sign)
    - "Klinger Products Factory - 'Making Conveniences for the Moderne Man' - Deliveries on Mondays and Thursdays Only" (back door sign)
    - "Push to Talk" button and grill (intercom)
    - "Mr Klinger, Company Owner - Single Appointments are not taken - Appointments are necessary to meet with Mr. Klinger or any of the board of directors"
- 3x rolls of blue painters tape (to represent out of bounds areas)
- 4x rolls of cream colored masking tape (to mark areas and attach items)
- 4x "PLAYER" character buttons (or stickers)
- 6x "NPC" buttons (or stickers)
- "GM" button (or sticker)

ENCOUNTER #0: EVENT SIGN-UP

When players first sign-up at the event check-in area (at Convention HQ), they are given a button to wear to signify they are characters and given their time at which to go to the in-character Bad Wolf Pub.

GM DESCRIPTION (BOX TEXT):

People signing up players can give them the following instructions:

> The buttons you have been given should be worn when you begin the living dungeon (you may wear them now if you wish). Your Doctor Who Living Dungeon start time is at ________. Please be on time for your game slot. At that time go to the Bad Wolf Pub, it is the game room area with the pool tables. Once you enter the Bad Wolf Pub area at your start time (you can visit there ahead of time if you wish) you can read the slips of paper you are being given now to help set the scene. Mill around the pub and interact with various people there. They will be in character as people in the Victorian era. Some may give you useful information, others may not. If a person there offers you an item during your game slot, it is most likely a piece of equipment needed for the game. The Game Master (who will be wearing a button that says "GM") will find you when the full game is about to start and give you additional instructions.

The administrator should give the group their starting time. If the starting area does not contain pool tables (as it did at Concinnity where the event was first run), add an appropriate description. Also, the slips of paper should contain the text of Encounter Area #1, so that when players first arrive they are able to set the scene in their minds.

ENCOUNTER #1: THE BAD WOLF PUB

The players first arrive at the Bad Wolf pub. From their perspective they themselves (or the characters they are playing have been brought to the Victorian Era by being caught in a time storm). At the pub they interact with various people, perhaps even their nemesis Mr. Klinger, are given some objects that might help them, and then begin the adventure.

SETUP: A room or hallway with a closed door that leads to a hallway is needed for the encounter area. The door needs to close behind the group once they are in the hallway after moving past this encounter.

PROPS: A paper sign that is labeled "Bad Wolf Pub" for inside the location. A prop banana, a prop gun (with 5 orange crumpled pieces of paper), a prop piece of psychic paper, and a prop sonic screwdriver (with 7 green crumpled pieces of paper). Top hat for the Mr. Klinger character, and a proper gun (with 4 red crumpled pieces of paper) for Mr. Klinger (which he uses from this point until the end of the scenario).

NPCS: While at least 1 person is needed to engage the group of players in the pub and give them their equipment. At the Concinnity convention where this adventure was played the area was filled with many people who were "in character" as their Victorian steampunk personas, allowing the players to interact with many people in the pub. This is not necessary to run the adventure but helped to create a good atmosphere, and allowed a number of different people to give the players their equipment. Also 1 person playing Mr. Klinger is needed.

GM DESCRIPTION (BOX TEXT):
Once the players have entered the main area of the Bad Wolf Pub, you can read this to them (this is also the text that the players were given to read as they entered the Bad Wolf Cafe area):

> You awake to find yourself in the unfamiliar year of 1888, unsure of how exactly you got here. Around you is a Victorian Era tavern. The smell of gas lamps burning and the musty stench of people who have come here after their shift has ended in the nearby factories fills your nose. The dimly lit establishment is filled with people. Men in bowler hats and suits, and even a few women in corseted dresses, mingle in the social atmosphere provided by the tavern. There is talk of the strange Jack the Ripper murders that have recently happened, and the people that have gone missing. Around you, there are billiard tables, darts, and other games to be found to play as well as some fried food served from the kitchen and beer and other spirits available from the bar. There are interesting people here, some of them might be worth talking to. No matter what, you may need to find someone who can help you home from this strange location.

The first encounter happens even before the players are given their instructions on how the game has been played. This can be changed as needed, but at the Concinnity Convention where this scenario was first played, it included an "in-character area" where the players encountered various NPCs and were given equipment even before the Game Master met them and explained the rules.

The players have just been pulled from their own time and find themselves in the unfamiliar location of a Tavern in Victorian London. They have been pulled from whatever time and place they are from (either their modern day locations, or from whatever place their character might be from - allowing any character to participate in the adventure) by a time storm that took them here. Any equipment that they may have already had is missing or no longer functioning. It is the character's mission to find their way home. In doing so, they will get involved in the mystery of the disappearing people and the Jack the Ripper murders,

BAD WOLF PUB ENCOUNTER DURING THE NPC PLAYTEST

Some of the information (helping set the scene and situation) that various NPCs might be heard saying in the pub can include the following:

○ Have you heard? Another dead person has been found. They think that Spring Heeled Jack has struck again and committed another of his gruesome murders.

○ I have heard a rumor that they plan on formalizing the rules for professional football (soccer) this summer. Imagine footy having a formal set of rules, or even an official league!

NPCS GIVE PLAYERS RUMORS
IN AN ACTUAL DUNGEON RUN

- ○ The Congress of Steam is set to meet this late October. Imagine there being delegates from all over the world discussing society and politics!

- ○ Rumor is that Mr. Klinger, the factory owner, is wanted for questioning in relation to the recent murders. There's no way I will turn him in, because then I'll have no job to support me wife and children.

- ○ Is anyone up for a game of billiards? Perhaps darts? A gentleman's game is always welcome!

- ○ Besides the women who were killed by Jack the Ripper, it seems that there have been various men that have gone missing as well. Of course disappearances of men are not nearly as exciting as women being killed to make the papers.

- ○ There was another stranger around here recently asking questions. He identified himself as "The Doctor". Strange man really, but he was sort of nice.

- ○ Isn't it amazing that after last year's Golden Jubilee, that this year Queen Victoria's eldest daughter has become Princess Consort to Germany? That will keep Britain a world power for many decades to come!

- ○ There seem to have been a number of strange occurrences at Mr. Klinger's factory and storage facility recently. That factory never seems to stop production.

- ○ Have you heard of the Great Blizzard that happened in America? Apparently it caused the deaths of over 400 people and shut down commerce on the Eastern seaboard.

- ○ All everyone wants to talk about these days are the Ripper murders. Doesn't anyone want to have fun anymore?

Eventually, the players should be approached by some of the NPCs who offer them special items that might be of use to them during their adventure in the living dungeon. All four items will be given to the players, so that each had at least one item. Below are lines of dialogue the NPCs can use when giving the player their equipment.

Banana:

- "Excuse me sir/miss, would you like this exotic fruit?" (if they object)
- "You are mistaken, you want this banana- you should always bring a banana to a party." (if they still object)
- "You should really take this it is good for your health." (If they object again, walk away).

Gun:

- (in hushed tones) "This is of the utmost importance (hands gun) do not ask questions... you must find the Doctor, he needs your help" (If they ask what it is, tell them it is a gun and leave)

Psychic Paper:

- "Excuse me Sir/Miss, I believe you dropped this it has your picture on it." (If they object or say it is blank.)
- "It doesn't look blank to me. It is clearly a picture of you, I insist you take it" (if they say no, put it in their hand and walk away)

Sonic Screwdriver:

- "Excuse me Sir/Miss, the Doctor wanted you to have this." (hands the sonic screwdriver)

SPECIAL EQUIPMENT

- **Banana – Full of Potassium and other minerals, and great for inventing daiquiris. If eaten, the banana restores 1 hitpoint of health. It can be eaten in up to 3 parts (restoring a total of 3 hitpoints, or more or less per the GMs discretion). Once eaten, the banana becomes a banana peel. In an encounter with a robot, the banana peel can also be used to disable a Robot (as the Robot will slip on the peel). This restorative effect is not told to the players, and they must discover it on their own.**
- **Gun – Has 5 "shots" represented by 5 orange crumpled pieces of paper. The gun can damage robots or shoot Mr. Klinger himself.**
- **Psychic Paper – Can be read to give a clue or act as identification.**
- **Sonic Screwdriver – Has 7 uses based on being given 7 green crumpled pieces of paper to use as "activations" or "shots". The sonic can be used to open doors, deactivate robots, or accomplish other tasks.**

After a certain amount of time the Game Master will collect the players and give them instructions in an area of the pub near encounter area #2. The instructions are as follows:

> Hello, welcome to the *Doctor Who* Living Dungeon. As you can tell, you have been brought to this time as yourselves, having been pulled through time in a space-time vortex have arrived here at the Bad Wolf Pub in the year 1888 in Victorian London. You have found yourselves returned to consciousness here at the pub, and may have encountered a few people that gave you an item that might assist you in your adventure and quest to return home.
>
> A few quick rules for you so that you understand the basics of how to enjoy and participate in this experience.
>
> You may not hit or harm anyone in the live dungeon. Some of the actors may try to tag you with a piece of paper or throw a crumpled piece of paper at you as part of the scenario, but you too will be free from any harm. Our first priority is safety.
>
> As the Game Master I am in charge of the event. Please follow any rules or instructions that I give without question. If you want to make a certain action, let me know what you are doing, and I can tell you the result. There are pieces of tape on the floor. You may not cross any of the pieces of BLUE tape during this event. When you cross a piece of standard masking tape you must stop, and I will give you instructions.
>
> Some of you may have been given an item in the Bad Wolf Pub. You can at this time trade items with your fellow players, but each player can only hold one item. If a player is removed from game or dies, another player make pick up the item and carry more than one.

The GM explains each item of equipment to the specific player:

> **Banana:** You have a banana. It is a good source of Potassium!
>
> **Gun:** You have received a state-of-the-art Victorian era revolver; it can hit a target as far as you can throw. However, you only have 5 bullets, represented by the 5 orange crumpled pieces of paper. You may throw the pieces of paper you were given at the target object or person to determine the effect. If you miss the throw, it has no effect. Each crumpled piece of paper represents one bullet for your revolver. Once a bullet is used, it cannot be used again.
>
> **Psychic Paper:** It seems you have received a piece of psychic paper. This is an apparently blank piece of paper that allows those holding it to show people whatever they want to see on the card and occasionally receive messages.
>
> **Sonic Screwdriver:** This is a strange futuristic sonic device, one might even say a screwdriver, that can lock and unlock doors, bypass security systems, and disable simple machinery. It is ineffective on deadlock seals and wood. The sonic screwdriver has 7 charges, represented by the 7 green crumpled pieces of paper. Like the revolver, you may throw the pieces of paper you were given at the target object or person to determine the effect. If you miss the throw, it has no effect. Each crumpled piece of paper represents one charge for your sonic screwdriver. Once a charge is used, it cannot be used again.

Then continue to all:

If you possess and want to use the "sonic screwdriver" or "revolver", you may throw the pieces of paper you were given at the target object or person to determine the effect at any time. Please be sure that I see you doing so, so I can determine the proper outcome. If you posses another item and wish to use it in some way, let me know and I will tell you what affect you have when using the item.

For the purpose of this game, each character has three hitpoints. Being touched or attacked by certain monsters or gives you one hit point of damage, others may have a special effect that are explained when you are tagged by them. If for some reason you are eliminated by losing all your hitpoints cover up your player button with both hands and simply stay where you are.

If you lose all your hitpoints during the game, your character has met their mortal end. You can still follow along through the dungeon but may not speak or participate from the point of death to the end of the game.

We ask that you do not discuss the adventure or what happens in it with anyone else at the convention. This is to ensure that none of adventure is ruined for other players.

If you ever have any real world concern or question, you may cover up your “PLAYER” button with one hand across your chest and ask a question.

With this said, what questions do you have about game play?

Mr. Klinger (armed with his red crumpled pieces of paper for use any time during the scenario after this encounter) should walk past the group, taunting them as he goes, and closes the door between the players and the location to where they are heading (Encounter Area #2).

OK, now we can begin...

The players may now move to the next encounter area and begin their adventure in full...

BRIDGET AS THE GM (on the right) GIVES THE BRIEFING TO A GROUP OF CON PLAYERS AS MR. KLINGER (far right) WAITS FOR HIS CHANCE TO INTERRUPT AND TAUNT THE PLAYERS

ENCOUNTER #2: BACK DOOR TO THE PUB

The players have a chance to follow the villain Mr. Klinger as he leaves the Bad Wolf pub, but getting read the game play instructions prevents them from following immediately after the villain. When trying to follow they encounter a locked door that they must get past in order to continue their investigation.

SETUP: A room or hallways with a closed door that leads to a hallway is needed for the encounter area. The door needs to close behind the group once they are in the hallway after moving past this encounter.

PROPS: A puzzle for the players to solve is needed at this stage. For the adventure run at Concinnity Con a 3-D puzzle box was used, that when solved opened to allowed a key to be removed for the door. A paper sign that is labeled "Bad Wolf Pub - No Solicitors" for the back of the door (in the "alley way").

NPCS: None.

GM DESCRIPTION (BOX TEXT):

Once the players have entered the area by the back door of the Bad Wolf Pub, you can read this to them:

You have entered the back storage room of the Bad Wolf Café because you have seen the mysterious and notoriously dangerous Mr. Klinger leave this way. As you look around you can see the room is full of crates and shelves filled with plates, mugs, and food items. The air hangs with the smell of fried food and stale beer. For a Victorian era pub's back room, the space is rather clean. Nothing seems to be of importance until you approach the back door which must lead to a back alley. The door is deadlock sealed but there seems to be a strange device by the door that seems connected to it. Though futuristic looking is this a means to open or close the door?

By the door should be a puzzle. It can be as hard or as difficult as the GM finds appropriate and can be of any style. The puzzle is Mr. Klinger's means of restricting access to the alleyway and beyond that to the entrance to his factory. The players must solve the puzzle in a set amount of time to get to avoid taking damage through electrical shock.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*The key is in the box*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**

If solving the puzzle takes more than 5 minutes, Mr. Klinger will have figured out that the group is trying to follow him, and will send an electrical charge back to the puzzle. Every character takes 1 Hitpoint of damage (or alternately, the GM can decide to give just the person or persons touching the puzzle at that moment a point of damage). The door will then open.

If the characters try to destroy the puzzle, they will take a fatal charge or electricity and be out of the game.

DOOR PUZZLE ENCOUNTER DURING THE NPC PLAYTEST

ENCOUNTER #3: VICTORIAN BACK ALLEY WAY

The players have gotten through the door and find themselves in a small, thin alley way in Victorian London. The alley leads between the Bad Wolf Cafe and Mr. Klinger's factory, but a trap awaits the players here as they continue their adventure.

SETUP: A hallway that has two sets of doors on it (with other doors are areas leading off it it even better as this creates a number of directions that one can go). The door from the previous area should close behind the group once they are in the hallway representing the alleyway.

PROPS: A white board or other means to present the next puzzle is needed for this encounter (see description below), pieces of paper with possible solution symbols of the puzzle are needed and placed on the floor under the puzzle, as well as a large piece of cardboard to represent the wall that closes in and could crush the players.

NPCS: 1 NPC is needed to hold the cardboard and act as the wall that closes in on the characters.

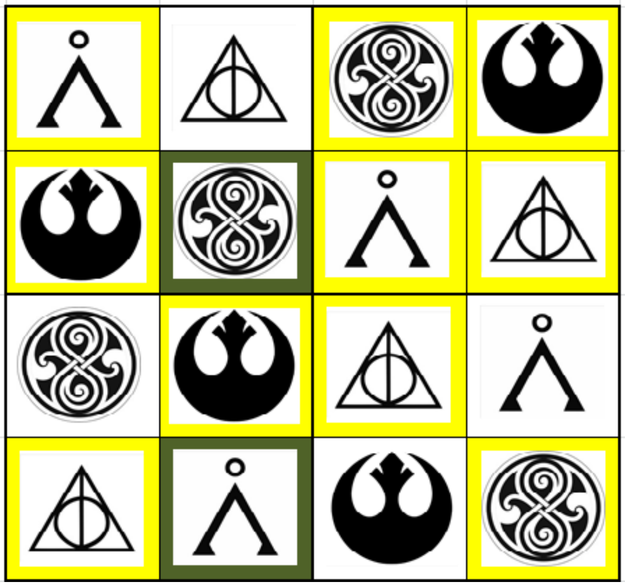
GM DESCRIPTION (BOX TEXT):

Once the players have entered the alley way, you can read this to them:

As the last of you exits the Bad Wolf Café into a narrow cobblestone alley way, the cafe's door that you just came from slams shut behind you. Ahead, the alleyway is dark and littered between the bricked walls of the row houses. The putrid stench of rotting garbage wafts through the air, and one might even see the movement of small rodents in the shadows. There is an odd slate on the wall that seems to have strange symbols written on it. Just as you notice this, you hear the heavy mechanical grinding of cogs and gears. The wall ahead has begun to close in on you with increasing speed. You feel claustrophobic, as you realize that your group is in danger.

Moving back through the door to the bad wolf cafe is not possible and only solving the puzzle will save the characters.

The alley way has the following Sudoku-style puzzle on the wall (with yellow spaces being seen by the players, and white and green spaces being blank for the players to fill in):



THE PUZZLE AS THE PLAYERS ENCOUNTERED IT
(Photo from the NPC playtest)

On the ground under the puzzle can be pieces of paper with the symbols needed to complete the logic puzzle. Additional symbols (not needed for the solution) can also be included on the ground as a red herring.

The NPC, depicting the wall, takes a step forward every 5 seconds, representing the wall of the trap moving towards the players in an attempt to crush them. The players will have to solve the puzzle quickly to avoid being crushed. Generally, the wall which moves in every 5 seconds, should have enough space for about 12 turns (1 minute) before the players are crushed.

The Game Master (if choosing to give the players a bit of extra time, or if the Sonic Screwdriver was used on the wall) can signal to the NPC moving the wall to go slower by announcing: "The wall seems to be moving slower, but continues to dangerously press forward in a way that will soon crush you". Likewise, if the GM needs the wall to pause due to questions being asked simply command "The wall freezes" and then appropriately, "The wall unfreezes" as necessary.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads *"Solve the code on the wall"* and fills in the two green spaces on the puzzle.**
Sonic Screwdriver:	**If sonic is used on the wall, it slows the wall (the NPC adds 5 seconds to each step) but does not disable the threat, (Lose one use for each attempt). The GM announces:** "The wall seems to be closing slower, but still poses a threat"

If the players do not solve the puzzle in time, everyone in the group takes 1 Hitpoint of damage from being crushed. The wall resets back to its starting position and starts moving forward again (the sensors detecting that there is a still a living person in the alley way) ready to crush the players again.

If the players solve the puzzle, the wall backs off and resets down the alley, and does not reactivate, allowing the players safe passage down the alley to the Entrance to Mr. Klinger's factory.

ENCOUNTER #4: ENTRANCE TO MR. KLINGER'S FACTORY

The players have gotten through the alley way. The group finds themselves at the back door to Mr. Klinger's factory, but there is another puzzle that awaits them before they can enter.

SETUP: Area by the door at the end of the hallway that represents the alley way. Beyond it should be a larger room or hallway for the next encounter

PROPS: A paper sign that is labeled "Klinger Products Factory. Making conveniences for the moderne man. Deliveries on Monday and Thursdays only". A piece of paper representing a doorbell and intercom system.

NPCS: None.

KLINGER PRODUCTS FACTORY
PUSH TO TALK

ENCOUNTER AREA #4
AS PREPARED FOR THE FINAL CON

GM DESCRIPTION (BOX TEXT):

Once the players have reached the door at the end of the alley way, you can read this to them:

> You find yourself further down the alley way and safe from the dangers of the moving wall trap. Large thick metal doors are found at this brick building, and thick black smoke bellows out of the top of the smokestacks that tower above the structure. There is a sign that establishes this to be the back of Mr. Klinger's Factory". Looking closely one can see that there is also a button and a small grill on the wall, as if a modern intercom system would be found well out of place on the Victorian walls. Somehow you need to gain entry to the building.

The players can choose to do a number of things to try to get into the factory. The most common way will be to press the intercom button (the intercom should be a clue that Mr. Klinger has technology from beyond the Victorian Era). If the players press the button, a voice comes from the speaker grill with the following riddle:

> Welcome to the Klinger Products Factory. Before you may enter, you must tell us the answer to this riddle. What walks on four in the morning, walks in two in the afternoon, and walks on three in the evening?

The correct answer to this riddle (actually the riddle of the Sphinx) is "Man", who crawls as a child on all fours, then walks as an adult on two legs midlife, and then walks with the aid of a cane in their old age. The players must press the intercom button and give the answer. If they do so correctly, the door opens without any problems.

If they give the wrong answer the riddle will repeat. There will be no affect until the third wrong answer (and beyond), at which time the player who is pressing the intercom button and giving the wrong answer will take 1 Hitpoint of electric shock as they press the button and answer incorrectly.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*The answer is on the door to this sign*".**
Sonic Screwdriver:	**Opens the door (lose one use for activating the sonic).**

It is possible the characters immediately use the sonic on the door and this will allow them to pass right away, without having to talk to the intercom.

ENCOUNTER #5: CLOCKWORK ROBOTS

The players have entered Mr. Klinger's factory and find it no longer guarded by passive traps, but rather by active clockwork robots as seen in the *Doctor Who* episode "The Girl in the Fireplace".

CLOCKWORK ROBOTS ADVANCE ON THE PLAYERS DURING A CONVENTION GAME

SETUP: Area by the door at the end of the hallway that represents the alley way. Beyond it should be a larger room or hallway for the next encounter

PROPS: At least 3 clockwork robot masks, 3 pieces of yellow paper (to represent the clockwork robot's arm blade weapons). The scenario works best if the NPCs playing the clockwork robots are wearing Victorian or pre-revolutionary era clothing, as well as white "judge" style wigs.

NPCS: 3 people are needed to play the clockwork robots.

GM DESCRIPTION (BOX TEXT):

Once the players have reached the door at the end of the alley way, you can read this to them:

> As you walk into the factory, you see large industrial machines working automatically in perfect unison with steam blasting out of the massive engines and boilers. The machines loudly work - Ka-chunk, Ka-chunk - as they manufacture parts. The hot factory temperatures warm your body while the smell of metal fills the air and you can even sense the blood-like taste of copper in your mouth. To each side are cauldrons filled with molten metal that are being poured into molds to make new parts for machines.
>
> Also ahead of you are two human-like shapes. Slowly, they start to move, and it seems as if there might be bladed weapons attached to their arms...

As soon as the GM ends the description of the scene, the Clockwork Robots should come to life in jerking movements and start heading towards the players. The Clockwork Robots are guards that protect the factory. They can be disabled by being shot once by the revolver or by being shot by the sonic screwdriver. Each clockwork robot only has 1 hitpoint and once it has been hit, the Robot should slump forward obviously deactivated.

In the scenario run at Concinnity, the hallway provided a hidden corner around which a third Clockwork Robot was hidden from view. As the players walked forward, the robot would slash out with its paper bladed weapon. The surprise from this attack added excitement and fun to the adventure, and it is recommended to have the hidden Clockwork Robot included in the scenario, if the game layout allows.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

THE HIDDEN CLOCKWORK ROBOT CAN BE SEEN (on the right, hidden around the corner) IN THIS REVERSE VIEW OF THE HALLWAY FROM A DIFFERENT RUN OF THE GAME AT THE CON

Banana: **The banana's peel will deactivate one robot (causing it to slip)**

Gun:	**Deactivates a robot with a successful hit (lose one use for each attempt).**
Psychic Paper:	**Blank; but will read "*Run!*" if all ammo is expended.**
Sonic Screwdriver:	**Deactivates a robot with a successful hit (lose one use for each attempt).**

Upon the first gunshot or sonic screwdriver activation, the Game Master can give the following reminder to the players, "*Once shots are fired or a sonic screwdriver charge is used, then those bullets or charges are lost and cannot be used again.*"

Once all the Clockwork Robots have been deactivated the players can move through the area without any concern. However, if a player touches one of the walls, they take 1 hitpoint of damage for having touched the large cauldrons that are full of molten metal.

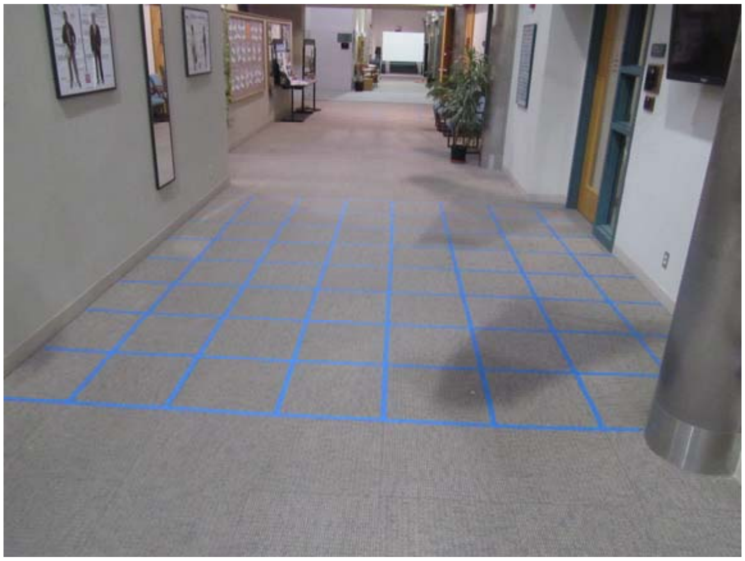
ENCOUNTER #6: THE FLOOR GRID

The players have moved on to the next part of Mr. Klinger's factory. Between the boxes there is a strange grid on the floor.

SETUP: An area in a hallway large enough to put a grid, in which one person can stand in a square at a time.

PROPS: Masking tape to put the grid on the floor, and the first part of the special device/puzzle that needs to be assembled in the last area.

NPCS: None.



THE FLOOR GRID AS SETUP THE NIGHT BEFORE THE CON
(Does not include the item placed on the grid)

GM DESCRIPTION (BOX TEXT):

Once the players have reached the next area, and a short distance before the grid, the GM should read the following:

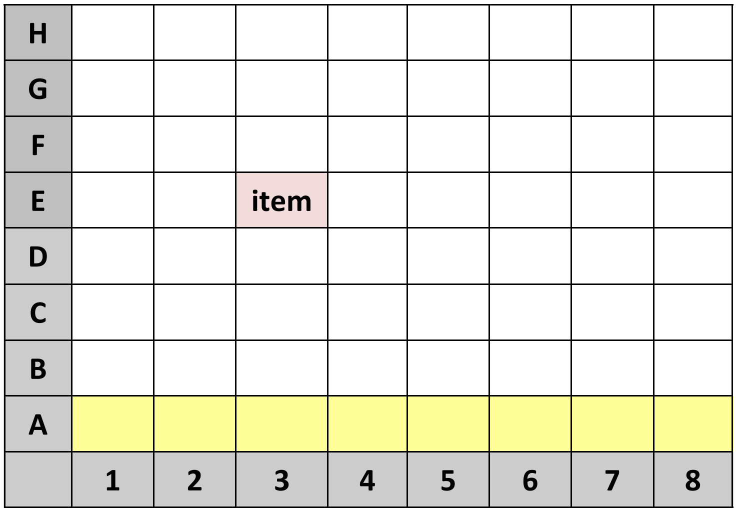
> As you make your way through the factory, you find yourself in a packing and storage area. Around you are large wooden boxes, stacked one atop the other, that tower up on all sides. The wooden shipping crates create a path that leads you to this location. Ahead of you lies a grid on the floor. In the middle of the grid there seems to be an interesting object that lies in the middle of it. Because of the crates, you need to cross the grid...

As the grid is made out of tape laid on the floor, each player must step onto the grid on the first rank (depicted by the yellow squares on the example grid below), one at a time.

After the first person steps onto the grid, the Game Master should announce, "You are safe. Would you like to continue to move?" The player can then choose to move again, or to stay where they are. Where and how they move, determines whether or not they are safe. The safe pattern is described after the graphic of the grid. The player can keep moving until they tell the GM that they are done with their turn.

If the player moves to a space that is not correct, the Game Master should say, "The floor is electrified, you take 1 point of damage, move back to your starting square."

Each player should be given a chance to move, and then the next player should move. All players must move and end their turn before the first player can move again.



H								
G								
F								
E			item					
D								
C								
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	1	**2**	**3**	**4**	**5**	**6**	**7**	**8**

THIS IS THE SIDE THE CHARACTERS ENTER THE GRID ON

THE GRID AS ENCOUNTERED BY THE CON PLAYERS
(With the Item in place on a square)

The trick to the grid is rather simple if one is familiar with the game of chess. The space that the characters enter the board on corresponds with the chess piece that begins on that square, and how it can move. Below is a guide of which starting square a player starts on and how the players must move :

A-1 and A-8 - move like the Rook (castle) in chess - can move forward or sideways as many squares as one wishes in a turn (but not through occupied spaces). But they must stop and let another player move before switching directions.

A-2 and A-7 - move like a Knight (horse) in chess - can move in any direction, but must move forward 1 space and then sideways two; or forward two spaces and sideways one (no diagonals). The player must then end their turn at that time. The players that start on these squares may pass through the spaces that are blocked by other players.

A-3 and A-6 - move like a Bishop in chess - can move only at perfect diagonals as many squares as one wishes in a turn (but not through occupied spaces). But they must stop and let another player move before switching directions.

A-4 or A-5 - move like either a King or a Queen in chess. As a player steps onto the board, in either of these spaces, the first person to do so must automatically move like a King (they can move one space in any direction - forward, backwards, sideways, or at a diagonal - but not through occupied spaces). But they can only move ONE space.

The second person on the board who uses the opposite space can move like a Queen (they can move as many spaces as they wish in any direction - forward, backwards, sideways, or at a diagonal - but not through occupied spaces)). But they must stop and let another player move before switching directions.

In chess, the queen always begins on her color, and as the grid does not have any colors, the first person on these spaces is always the King piece, to restrict their movement.

Depending on the setup of the area, Mr. Klinger may be seen and taunt the players as they make progress through his factory. He should mockingly laugh and taunt them

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

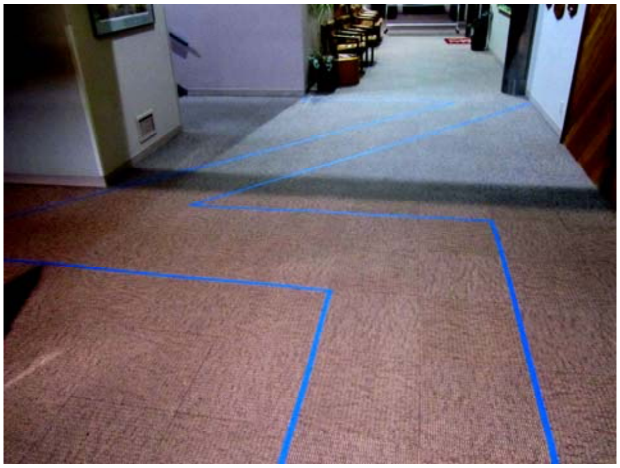
Banana:	**No effect.**
Gun:	**No effect.**
Psychic Paper:	**Reads "*Thirty men - and women two, standing in line with nothing to do. Dressed in formal black and white, if one moves - they begin to fight!*" When looking the second time the paper says *"Get the object on the grid"*. If looking a third time it goes back to the first hint, and then back and forth again if it is viewed more.**

Sonic Screwdriver: No effect.

The item located in the middle of the grid is one of the three pieces of the force field neutralizer. The players will hopefully be curious enough to get the item as they cross the board. If they fail to do so, the GM can give them this hint: "The mysterious object remains on the grid. It might be your last chance to get it before you move on." Hopefully this will prompt the players to be sure to go get it. If they have already left the grid, the same rules for movement apply but from the opposite direction.

If the players try to look at the object before moving on to the next area, the GM can give them the following information: "The object seems to be one part of a multipart device. It is futuristic and seems to have circuitry built into it. It looks as if it might be of use if other parts are found." The Psychic paper can give clues too.

OVERPASS WALKWAY USED FOR ENCOUNTER #7


THE PATHWAY IS MARKED WITH BLUE TAPE AND WAS NOT STRAIGHT UNDER THE WALKWAY

ENCOUNTER #7: FALLING CASCADE OF SPARKS

The players have moved on to the next part of Mr. Klinger's factory where machines are building more Clockwork Robots. The characters must avoid the sparks that are falling from the machines that continue to assemble more of the Clockwork Robots.

SETUP: An area in a hallway from which there is an overpass where ping pong balls can be dropped down from, that the characters must avoid. (If this is not possible, the ping pong balls can be randomly thrown in an arcing pattern from the side so that they fall down upon the players.

PROPS: Masking tape to put a pathway on the floor. A gross (144) orange ping-pong balls to act as sparks that are falling, and the second part of the special device/puzzle that needs to be assembled in the last area.

NPCS: 3 people are needed to drop "sparks" (ping-pong balls) as the characters pass this area.

GM DESCRIPTION (BOX TEXT):

Once the players reach the next area, the GM should read the following:

Ahead of you is another active part of the factory. There are advanced assembly lines here, out of place in the Victorian era. It is clear that the molten metal seen earlier being poured into moulds have hardened into parts. Those parts are assembled here and being turned into more Clockwork Robots.

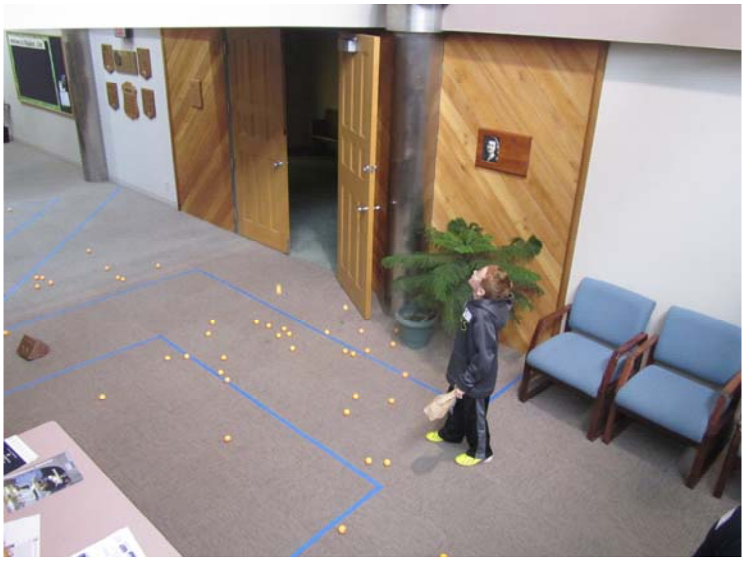
Even more gruesome is that you see that there are dead human bodies here hanging on hooks by the assembly line! Some of their biological parts are being taken from the bodies and are being integrated into the newly assembled clockwork robots! It is a horrific sight as the bodies are becoming parts of the robots. It seems you have discovered where a number of the missing people have gone!

As the assembly line continues to put together these inhuman Robots, glowing hot embers of metal fall from the upper level where welding is taking place. There is a safe path on the ground that must be moved within, and it is clear that if you step outside the path you will take a point of damage. Likewise, for each ember, including those on the ground, that you touch, you will be wounded as well. Also, on the path sits another mysterious object similar to the previous one that was seen.

It is here that the players should for sure realize that Mr. Klinger is a genuine threat, and is responsible for some of the murders and disappearances in London. He must be stopped!

The players must get through the falling cascade of sparks, taking as little damage as possible, and should pick up the piece of the device as they go through the obstacle. Players will have to be careful to also avoid stepping out of the path of tape that marks the boundary of where they can move.

NPCs should drop ping-pong balls as sparks as the players rush through the area avoiding the sparks. The sparks should not be thrown at the players directly, and at first it should truly be random.



CON PLAYERS MUST AVOID THE FALLING SPARKS
AS WELL AS AVOID THE ONES ON THE GROUND

However, Mr. Klinger has set up a trap, with the path on the ground. As the players go back and forth through the path, they will find themselves in an area near the end of the path, where one of the NPCs will intentionally throw a ping-pong ball "spark" directly at the players from behind. If the players are paying attention they will realize this. Any players hit by or stepping on a spark will take 1 hit point of damage.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect.**
Psychic Paper:	**Reads "*Tread Carefully and be sure to get that object!*"**
Sonic Screwdriver:	**No effect.**

The item located in the middle of the path is the second of three pieces of the force field neutralizer. The players will hopefully be smart enough to get the item as they avoid sparks. If they fail to do so, the GM can give them this hint: "The mysterious object remains on the path. This might be your last chance to get it before you move on." Hopefully this will prompt the players to be sure to go get it. If they have already left the area, it will make it more difficult to rescue the Doctor in the final encounter.

If the players try to look at the object before moving on to the next area, the GM can give them the following information: "The object seems to be one part of a multipart device. It is futuristic and seems to have circuitry built into it. It looks as if it might be of use if other parts are found."

ENCOUNTER #8: MISTER KLINGER'S OFFICE

The players reach the area outside of Mr. Klinger's Office and have to figure out a way to enter and get past the automaton and a force field inside the office.

SETUP: An area in a hallway outside of an office, and access to the interior of the office suite itself (which needs another exit to a hallway. An office with a reception desk which the players can walk past and beyond to the other exit and hallway works best.

OUTSIDE MR. KLINGER'S OFFICE DURING A CON GAME

PROPS: Sign for outside Mr. Klinger's office, pole or way to signify the activation of the force field that prevents passage to Mr. Klinger's office.

NPCS: 1 person to be a human-like automaton secretary of Mr. Klinger.

GM DESCRIPTION (BOX TEXT):
Once the players reach the next area, the GM should read the following:

> You find yourself in the hallway outside Mr. Klinger's business office. You can talk freely here without anyone inside the office hearing anything. Through the window on the door, you can see that there is a secretary at a reception desk, and beyond that it seems as if Mr. Klinger is walking around in his ornate Victorian office area. The door itself is unlocked allowing you free movement in or out of the office or back to this hallway.

Once the players enter the office, the automaton says the following when the first person enters the room:
- "Welcome, Mr. Klinger."
When the second person joins the first, or more enter, the automaton changes their greeting and then says:
- Hello, Mr. Klinger is not in right now. Mr. Klinger will not take a single appointment today."
As soon as the second person also enters the office, the automaton also moves the pole (representing the activation of the force field between the players and Mr. Klinger) and waits to hear from the players. The Game Master explains the following:

> It looks as if after everyone's entry a force field has activated blocking access to Mr. Klinger.

At this time, the players must figure out how to get past the force field giving them access to Mr. Klinger.

Players may ask the automaton any question. It will truthfully answer any "Yes" or "No" question it is asked, except it will lie if asked if Mr. Klinger is in the office (even if he can be obviously seen). If a different question is asked, and there is more than one person in the room, the automaton will repeat its default answer:
-'Hello, Mr. Klinger is not in right now. Mr. Klinger will not take a single appointment today."
After repeating this phrase three times, the automaton will expand the phrase to:
- "Hello, Mr. Klinger is not in right now. Mr. Klinger will not take a single appointment today. I suggest you leave.

INSIDE MR. KLINGER'S OFFICE IN A CON GAME WITH THE AUTOMATON HAVING THE FORCE FIELD ACTIVATED

If the players leave the office again, and return to the hallway, the force field will again drop.

Throughout the encounter, and until the players get close to solving the force field puzzle, Mr. Klinger should taunt the players from the safety of being behind the force field. As soon as he feels that the characters may be getting close to solving the puzzle, Mr. Klinger should leave through the second exit and go to the next area.

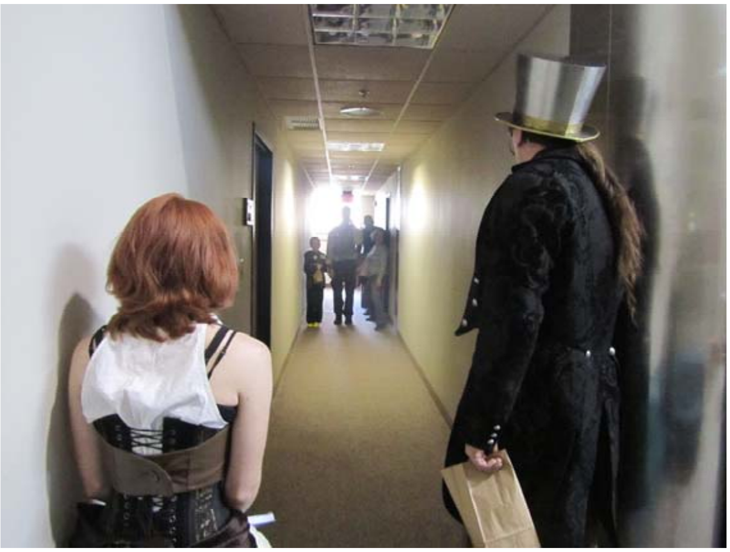
If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect.**
Psychic Paper:	**Reads "*Mr. Klinger is not taking a single appointment."***
Sonic Screwdriver:	**No effect (the force field is deadlock sealed).**

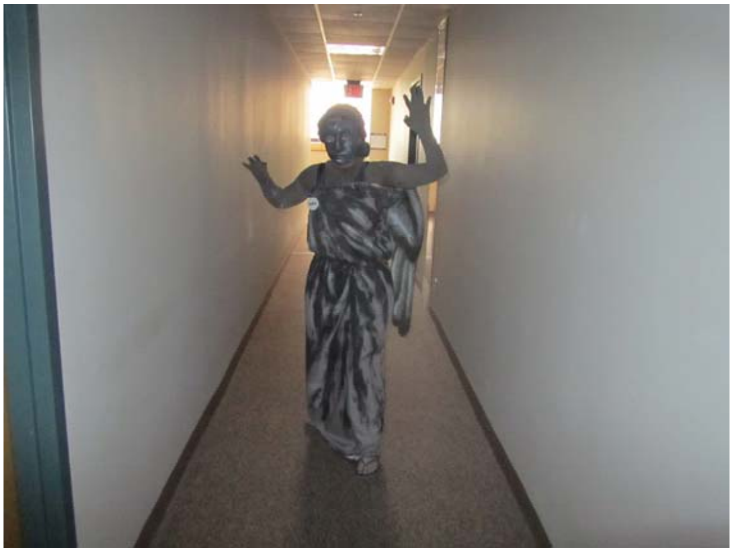
The trick to defeating the force field and getting past the automaton is for only one person to enter the office from the hallway at a time. The automaton believes that the entry of only one person is Mr. Klinger himself (which is why the automaton answers "Welcome, Mr. Klinger" to the first or only person to enter). So long as only one person enters the office, the force field will not activate. If more than one person enters the room, the force field activates and the automaton instructs people that "Hello, Mr. Klinger is not in right now. Mr. Klinger will not take a single appointment today."

The "single appointment" phrase (found on the sign outside Klinger's office, said by the automaton, and reported on the psychic paper) is a hint to the players (as well as the additional wording, "I suggest you leave" added after the third repeat of the automaton's response). Hopefully the players are bright enough to pick up on the word "single" and ignore the rest of the phrase, as it is not the number of appointments that Mr. Klinger will take that is important.

Once a single player enters the office area, they will be greeted and can walk past without activating the force field. As long as other players enter one at a time, getting past the force field is easy.



CON PLAYERS IN THE DEADLY HALLWAY
AS THE GM WATCHES AND MR. KLINGER TAUNTS THEM



THE WEEPING ANGEL APPROACHES
THE PLAYERS FROM BEHIND

ENCOUNTER #9: THE DEADLY HALLWAY

The players follow Mr. Klinger's into a hallway where he tries to slow down the players in pursuit of him, perhaps with unexpected consequences.

SETUP: An area in a hallway outside of an office, where lights can be controlled (and turned off completely into darkness from one end where Mr. Klinger can stand and control the lights). The space should also have a way to enter the hallway (in total darkness) from the opposite end of the hallway as well.

PROPS: A mask (or costume) to represent a Weeping Angel.

NPCS: 1 person to play Mr. Klinger, 1 person to be a Weeping Angel.

GM DESCRIPTION (BOX TEXT):

Just before the players reach the next area, the GM should read the following:

> Once you move into the next area, you will find yourself in a brick-walled hallway that serves as Mr. Klinger's secret escape route away from his office. Leading into the basement of the factory, beyond the end of the hallway you can hear the whirring of machines and other technology. This section of the game has a special rule. In the hallway a player may only take one step at a time and if appropriate make an action, then the next player and so on. After all the players have taken their one step, the baddies get their turn, then each of you gets to move again, and so on. The sequence begins once you move through the door.

Players then open the door, and each can take a step into the hallway. On the far end of the hallway is Mr. Klinger, who stands near a light switch. After all the players make a move, Mr. Klinger can taunt the player and then announce loudly, "If you continue to approach me, and continue your useless quest, I will have to act!" The players may once again make their moves, or actions (such as trying to shoot Mr. Klinger who can dodge if needed). On the second turn Mr. Klinger announces, "Fine. You leave me no choice. I will use the power of electricity to make your continued progress difficult!" At this time Mr. Klinger turns off the light, putting the hallway in darkness.

As the hallway is briefly dark, an NPC dressed as a Weeping Angel should step out quietly, and stand behind the players a few steps. It is best if on this first turn, the angel has its hands over its eyes (this body language will identify the NPC as a Weeping Angel even if they do not have a full costume).

Most of the time, the players will not immediately know the angel is there because they are paying attention to Mr. Klinger down the hallway. When the light some on, Mr. Klinger can falsely distract them by saying, "My electricity trap has not worked!" and the GM can announce:

You are all currently safe. You may move again one at a time.

The player may continue to move forward, and try to get Mr. Klinger, but chances are that the players will soon accidentally look behind them and get completely scared by the appearance of the Weeping Angel!
Once the players see the weeping angel, the GM can read the following to them if needed:

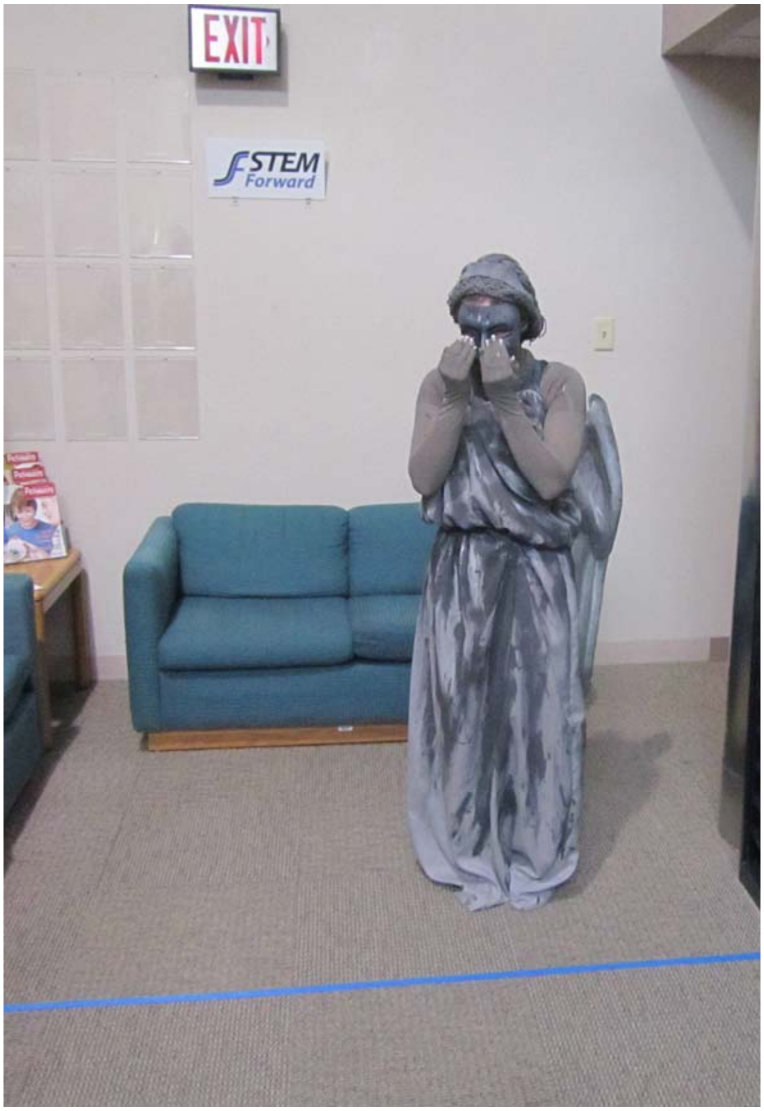
You find a stone statue of a Weeping Angel that seems to have moved.

Players may stop and look at the angel, and not blink in an effort to quantum lock the creature and prevent it from moving forward when the lights are out. However, play continues in the previous pattern for the next few turns, with the Weeping Angel being able to move and take a step forward in the darkness when Mr. Klinger turns off the lights.

If a Weeping Angel is able to get close enough to a player to touch them, the angel will have sent the person back in time, using their potential time energy to trap them in the past. The player is out of the game permanently. The GM should announce "The Weeping Angel has touched the player and they have disappeared, most likely lost forever or dead!" The GM may allow the eliminated player to follow along to see the end of the adventure, but they cannot talk or participate.

Otherwise, the players must get down the hall without being touched by the Weeping Angel. In all of our play tests, the players became so obsessed with not being touched by the angel, that they almost all turned their backs to Mr. Klinger himself. Mr. Klinger is of course armed, and can shoot the players on his turn if he wishes so as well. Most often, Mr. Klinger, uses the angel to force the players down the hallways towards him, and when he is sure to get a wound, will "shoot" one of the players with his gun, before abandoning the hallway for the final encounter.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:



THE ANGEL CAN FOLLOW TO THE END OF THE ENCOUNTER AREA

Banana: **No effect.**
Gun: **No effect on the angel; but can shoot Mr. Klinger if possible.**
Psychic Paper: **Reads "*Don't Blink!*"**
Sonic Screwdriver: **No Effect.**

The trick to this encounter is for the players to leave the hallway as soon as possible. If touched by the Weeping Angel, a player is out of the game for good, so even if approaching Mr. Klinger and with the chance of getting shot, it is better than being eliminated immediately.

CON PLAYERS REACH THE 10th AND FINAL ENCOUNTER

Once Mr. Klinger is away from the light switch (by abandoning his post as the players are so close they could hit him with their bullets/sonic), the players can move onto the next area safely, and as long as the light is on and one player watches until they get to the next encounter area, the angel will not move.

ENCOUNTER #9: SAVING THE DOCTOR
The players follow Mr. Klinger's into his lair and find both the Doctor and a group of deadly adversaries.

SETUP: An area in a hallway or room that has one more exit on the far side of it. A chair on the far side of the room in which the NPC of the Doctor sits captured by a force field, a small table on which the third piece of the device sits (placed about 1/3 of the way into the room, with the Mr. Klinger at the far side of the room near the Doctor and 3 Clockwork Robots between the table and Mr. Klinger.

MR. KLINGER HAS THE DOCTOR CAPTURED AND HIS CLOCKWORK ROBOTS READY TO FIGHT

PROPS: A table, A fez (to represent the Doctor), At least 3 clockwork robot masks, 3 pieces of yellow paper (to represent the clockwork robot's arm blade weapons), and on the table the third part of the special device/puzzle that needs to be assembled here on the table of the last area.

NPCS: 1 person to play Mr. Klinger, 1 person to be the Doctor, and 3 to be weeping angels.

GM DESCRIPTION (BOX TEXT):
Just before the players reach the next area, the GM should read the following:

> You have made it to the final encounter. Here in this dark brick-lined cellar you find an interesting sight. On the far side of the room you can see a man who seems to be held in place in a chair by a force field that glows blue around him. On the far side of the room you see the villainous Mr. Klinger. Besides the three Clockwork Robots that you can see standing in the room, there are more that stand ready to be activated if these are defeated. Before you begin, Mr. Klinger reveals something to you…

Mr. Klinger then speaks the following before the encounter begins:

You have done better than most, but the game is not over. I can now reveal to you that I am not Mr. Klinger, but I am in fact the MASTER! I will stop you, and unleash my army of Clockwork Robots to destroy the people of the planet Earth which the Doctor loves so much! Prepare to die!

The GM then finishes:

It seems that the Clockwork Robots have activated, you may begin this encounter!

At this time the Clockwork Robots will approach the players, moving in a jerking motion as they move forward. Mr. Klinger can likewise shoot his gun if he wishes, though it is best for him to save the bullets until the player approach. Often the players will dispatch the Clockwork Robots to buy time abut will be unsure of what to do at first.

If the Clockwork Robots are disabled, the NPCs turn walk to the far side of the room, count two seconds and then reactivate approaching as new Clockwork Robots. There is no limit to the amount of robots in the room.

The Doctor should cry out to add some stress to the situation, along the lines of "We must save this planet, act quickly to disable the robots!" and "Hurry!"

The Master (aka. Mr. Klinger) should continue to taunt the players and make the situation tense by ordering new robots to attack the players and shooting them with his own gun (red crumpled pieces of paper). The players must act fast, or they will run out of bullets and sonic screwdriver charges to ward off the Clockwork Robots.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana: **Will defeat 1 robot if thrown at or touched (as a banana or peel).**
Gun: **Will disable a robot, or do 1 point of damage to the Master.**
Psychic Paper: **Reads "*You have no power here.*"**
Sonic Screwdriver: **Will disable a robot, or do 1 point of damage to the Master.**

To defeat the Master (Mr. Klinger), the players must quickly assemble the puzzle of the two pieces of the device they found on the way to this location, along with the piece that is located on the table. The device is the electrical power control system (which the Master (Mr. Klinger) had scattered around the factory to prevent anyone from disabling his production facility). By correctly assembling the pieces, the power in the factory shuts down. This causes the Clockwork Robots power down, as well as dropping the force field freeing the Doctor. The Doctor should move over and join the group.

If the players are quick enough and have enough ammo left over, it is possible for them to kill the Master (Mr. Klinger), but this rarely happens. If so, ignore the final statements below about the Master.

The GM announces the following statement:

You have disabled the Master's power system and freed the Doctor from the force field. All of the Clockwork Robots power down without any energy to continue. Around you the factory's various systems are beginning to shut down! The Master moves off towards a secret escape route (or to his TARDIS) but he taunts you one last time!

The Master (Mr. Klinger) announces:

This will not be the last time you see me. Mark my words Doctor, we will meet again!

The GM continues with an explanation of the last moments of the adventure:

As the Master escapes, the factory itself begins to catch fire. It seems as if it is burning up like a tinder box. You must escape as quickly as possible!

The NPC playing the Doctor should say:

When I say run, run. RUN!

The NPC playing the Doctor should run off with the other players in tow. Once they are back to the Bad Wolf Cafe or another area, the group should celebrate and be congratulated. The GM should give the players a reward for successfully completing the adventure.

If a GM intends to complicate the adventure further, the players can be forced to deal with additional threats as they try to exit the factory through the route they came. The Weeping Angel could still be a threat in the hallways, with lights turning off as the power shuts down and the players try to escape. The players could be required to dodge more sparks/flames (orange ping-pong balls) in their escape from the factory and so on. On a return trip the exiting the building should not be a problem, and the wall trap and shut door to the rear entrance of the Bad Wolf cafe should not be locked.   Remember that the players should be sworn to secrecy that they will not tell others about the adventure until the next day, so be sure that the players do not return to the same location where the next group of player might be waiting, as they will want to discuss the fun that they just had.

CONCINNITY DOCTOR WHO LIVING DUNGEON

At Concinnity 13 / Kappa Kon, the DDWRPG staff had a chance to set up the “A Clockwork Storage” living dungeon scenario that was just laid out in this fanzine. Before the adventure was ready to go there was a test run of the dungeon to see if puzzles were appropriately hard enough for most players. After this a second and third run through of the dungeon was done in order to train all the people who would be acting as NPCs in the dungeon for the actual convention itself. At the convention there were seven slots of the dungeon that were played in full costume. Each was allocated 60 minutes of time, though most runs only took 45 minutes. Length depends on how clever the players are.

The following is a full photo by photo walk through of the living dungeon as some of the different groups of players experienced it in an actual game. This is provided as both a record of the convention’s game and as a guide to give other Game Masters an idea of what the living dungeon experience can be like. As long as everyone is having fun and using their imagination, one is not doing it wrong...

1) IN THE BAD WOLF PUB - The players interact wit numerous NPCs in the Bad Wolf pub learning rumors, being given equipment, and getting immersed into the atmosphere of the game. The players are not even sure of what is going on yet, and this makes it laughter filled and fun from the start.

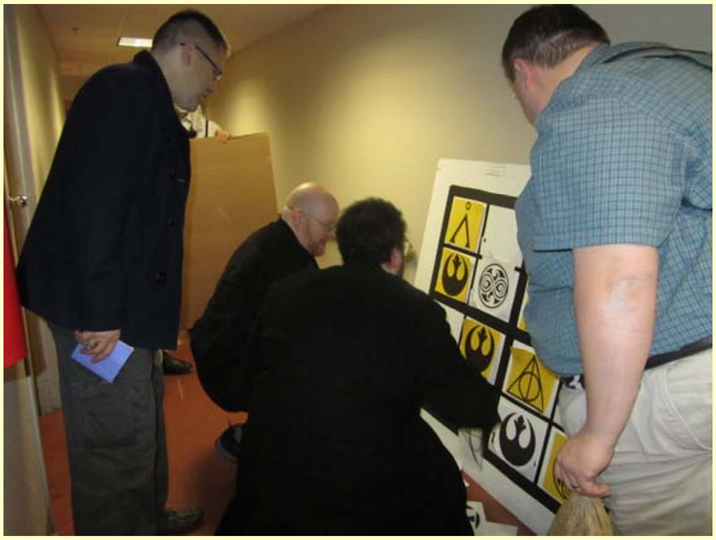
2) GAME MASTER BRIEFING - The GM takes the opportunity to give the players the instructions on how the game is played before the adventure begins in full. Players can ask questions and learn about equipment.

3) MR. KLINGER TAUNTS - The players meet the villain just as they being the adventure. He takes the time to insult them before he moves on.

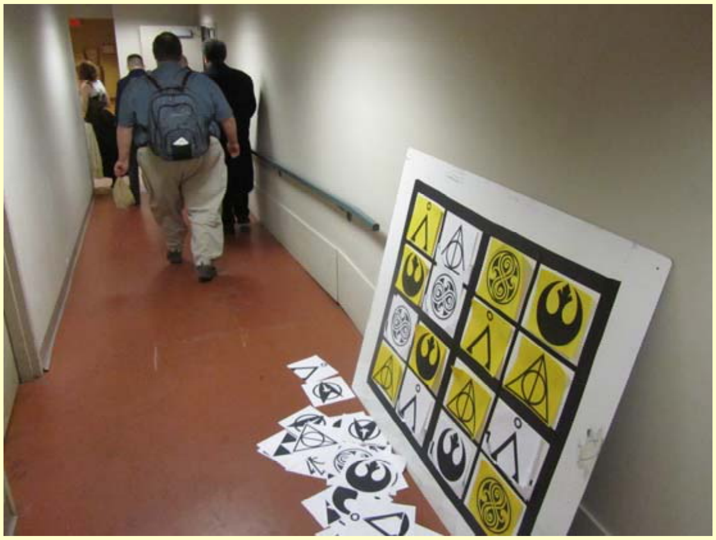
4) THE BACK DOOR TO THE PUB - The GM explains that the back door is locked. Players need to find a way through.

5) UNLOCKING THE DOOR - The players find and solve a 3-D puzzle to open the door. If they do not do it fast enough they may be harmed.

6) THE WALL STARTS TO CLOSE IN - A crushing wall closes in on the players as they discover a puzzle that may deactivate the trap.

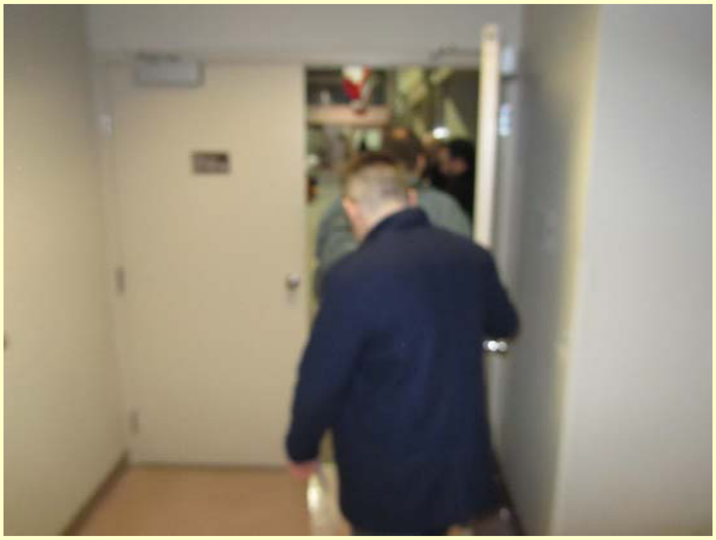


7) DANGEROUSLY CLOSE - The players work to solve the puzzle as the wall comes close to crushing them.



8) ONWARDS DOWN THE ALLEY - With the puzzle solved the wall retracts and allows the player passage down the alleyway.

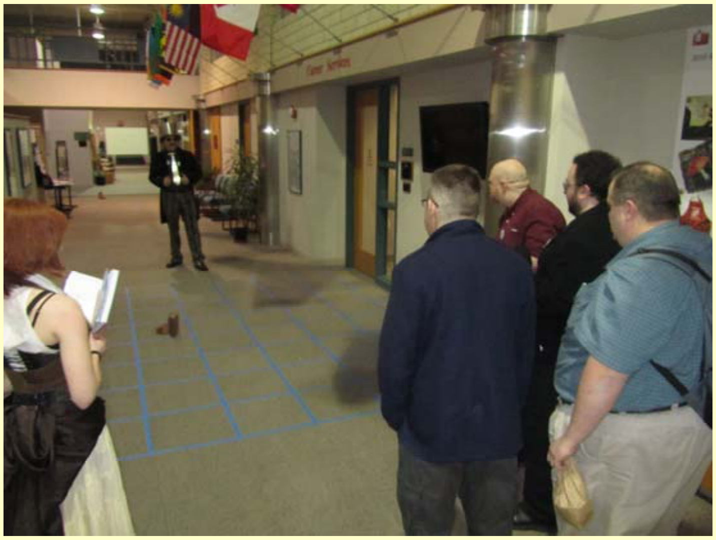
9) KLINGER'S FACTOR DOOR - The players find themselves at the back alleyway entrance to Mr. Klinger's Factory. But the door is locked!



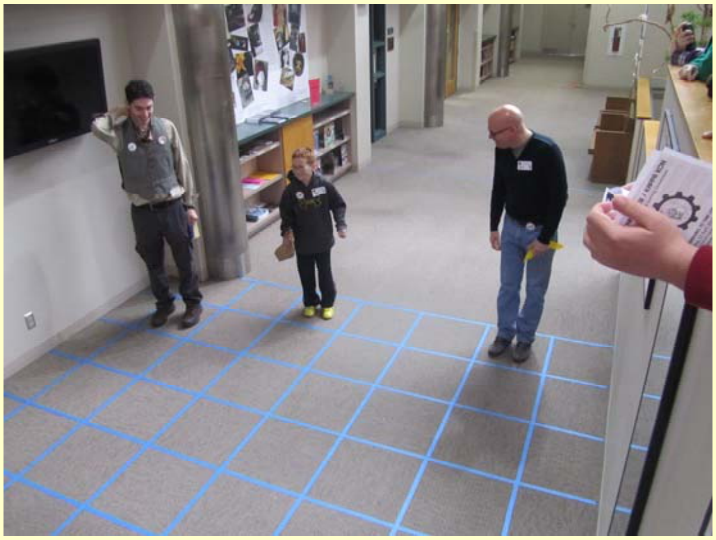
10) RIDDLE OF THE SPHINX - The players figure out the riddle and are able to get through the doorway.

11) CLOCKWORK ROBOTS ADVANCE - The players encounter clockwork robots that threaten them as they enter Mr. Klinger's factory.

12) HIDDEN ROBOT - One of the players is wounded as a hidden robot attacks, but it is soon deactivated.



13) AT THE GRID - Mr. Klinger taunts the players as they get to the mysterious grid on the floor.



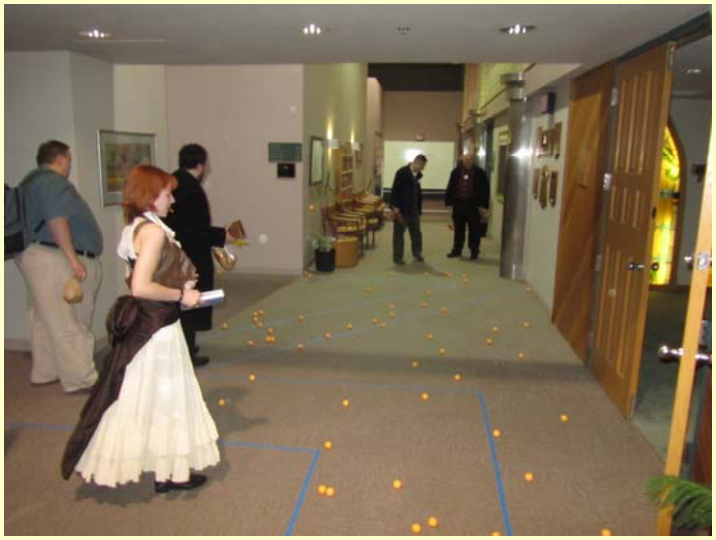
14) CROSSING THE GRID - The players try to figure out how to safely cross the grid.

15) RECOVERING THE FIRST PIECE - When crossing the grid, the players get the first piece of the force field power controller.

16) SAFELY ACROSS THE GRID - The players have made it across the grid having figured it out but another danger awaits…

17) FALLING EMBERS - In the factory embers of hot steel fall, and the players must avoid them as they fall as well as the ones on the ground.

18) FAST REFLEXES - Players quickly run, but stay on the path avoiding the dangerous and hot sparks!



19) THE SECOND PIECE - Along the way, the players recover the second piece of the power controller.

20) SAFE FROM THE FIRE - The players make it through the falling embers with only some damage.

21) OUTSIDE MR. KLINGER'S OFFICE - The players read the signs and prepare to enter the office from the factory floor.

22) FORCE FIELD GOES UP - As the second player enters a force field goes up. The players must figure out how to get past it.

23) ONE MORE TIME - After thinking about the dilemma for a while, the players exit the office and try to pass another way.

24) ONE AT A TIME - Figuring out the key to passing, the players enter the office one at a time to prevent the force field's activation.

25) FOLLOWING MR. KLINGER - Passing the automaton without problem, the group follows to where Mr. Klinger exited.

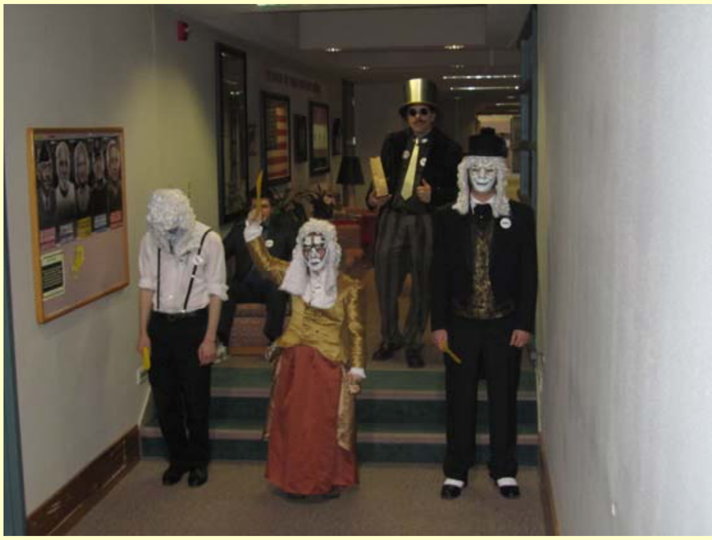
26) AT THE TRAP - Mr. Klinger awaits the players as they come to his corridor trap!

27) IN THE DEADLY CORRIDOR - The players enter the corridor and approach Mr. Klinger.

28) DON'T BLINK! - A weeping angel appears behind the players and if they avert their eyes it can advance towards them. If the players are touched the angel takes them out of the game!

29) DEADLY THREAT - The players lose one of their group, but notice the angel before they are all lost.

30) FROZEN IN TIME - Keeping an eye on the angel and not blinking keeps it quantum locked, and allows the other players to escape.



31) FINAL ENCOUNTER WITH Mr. KLINGER - The player find the Doctor, but are faced with Klinger's real identity and his robots!

32) ROBOTS ATTACK - The clockwork robots attack on order. The players try to assemble the force field deactivator parts while under attack, while shooting back and try to stop the robots.

33) POWER IS DISABLED - The players are able to assemble the force field deactivator and turn off the power, but not before other party members are killed.

34) RESCUING THE DOCTOR - The Doctor is freed of the force field and as Klinger makes an escape.

35) OFF TO THE TARDIS - The surviving player follows the Doctor and he leads him out of the factory and on to new adventures...

36) THE VICTORS - In this group, only one player survived the entire dungeon, but everyone had a good time playing and the efforts of the Game Master and the NPCs were well appreciated.

37) AND THERE WAS MUCH REJOICING - The NPCs celebrate the good job that the players and Game Master did at the event!

WATCH A FULL WALK THROUGH

Anyone interested in seeing a complete walk-through of this scenario of the living dungeon can watch a full run on YouTube. It is interesting to see which puzzles are easily solved and which are harder for this group. GMs should be aware that every group has a different experience with each having varying strengths and weaknesses.

CONCINNITY LIVING DUNGEON WALKTHROUGH

http://www.youtube.com/watch?v=2qrCPKcAePM

And yes, people really did scream when they saw the weeping angel!

EVENT REPORT: DEPAUL UNIVERSITY'S A CELEBRATION OF DOCTOR WHO

On Saturday 04 May 2013 DePaul University in downtown Chicago, Illinois, USA hosted an event called "A Celebration of Doctor Who—A Colloquium, Discussion, and Commemoration on the Fiftieth Anniversary of BBC's Doctor Who". The event which was heavily promoted in *Doctor Who* circles on facebook was meant to be an academic discussion on *Doctor Who* and its impact in media studies. The keynote speaker was screen writer Rob Shearman ("Dalek"). Other academics also presented, along with other well known presenters such as Carol Barrowman, Jennifer Adams Kelley, and Lynn Thomas. The event featured discussions, a dealers area, and live commentary of the episode "Dalek".

The event was quite enjoyable, though what we experienced of it lacked the more pointed academic elements we had hoped to encounter. The event was more convention-like seeing general discussions filled with opinions rather than theses supported by evidence and then talked about. Most panels were discussions of what people enjoyed of the show rather than why the series is academically important.

Still we enjoyed and appreciated the free event that DePaul University sponsored. We hope that they consider another such event, perhaps with a more academic direction.

RICHARD M. & MAGGIE C. DALEY BUILDING
247

ENTRANCE TO DEPAUL UNIVERITY

DEALERS AREA

RELAXING BETWEEN PANELS

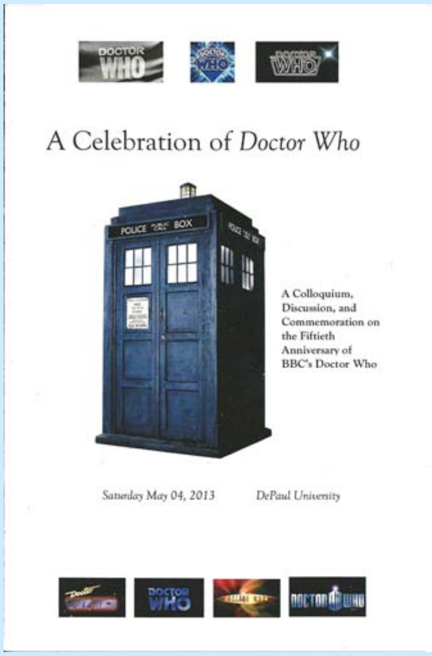
DISCUSSION ON FAN EXPERIENCES

KEYNOTE SPEAKER ROB SHEARMAN

LIVE COMMENTARY FOR "DALEK"

THE MAIN AUDITORIUM

AUTOGRAPH LINES AT END OF EVENT


DOCTOR WHO
POLICE PUBLIC CALL BOX

A Celebration of *Doctor Who*

A Colloquium, Discussion, and Commemoration on the Fiftieth Anniversary of BBC's Doctor Who

Saturday May 04, 2013

DePaul University

EVENT PROGRAM

EVENT REPORT: GAMING IN CHINA

From May 27th to June 7th, 2013, DDWRPG Editor Nick Seidler travelled to China for a university class and project that he served as a faculty trip guide on. One of the goals of the trip was to bring school supplies, schoolyard games and toys, and teacher's supplies to a school in rural Inner Mongolia in the Gobi Desert. When on the trip the group visited the cities of Shanhai, Yinchuan, Xian, Beijing and Boutou. Besides the service trip, the group took in cultural sites and other educational and business related learning opportunities.

In China, on the first night in Shanghai, Nick encountered a friendly neighborhood game store with a *Magic: the Gathering* poster in the window. This was quite unexpected. In the Pearl Tower, the group found a Namco ar-

GAMING STORE IN SHANGHAI

SCHOOL 3 HOURS FROM YINCHUAN

CARD GAMES AT THE TEMPLE PARK

AT SHANGHAI'S PEARL TOWER

CAMEL TRIP IN OUTER MONGOLIA

MORE PUBLIC GAMING

IN THE PEARL TOWER NAMCO ARCADE

CHINESE CHESS AT TEMPLE OF HEAVEN

CHINESE CHESS FLOOR IN BEIJING SUBWAY

BLADE RUNNER-LIKE NIGHT IN SHANGHAI

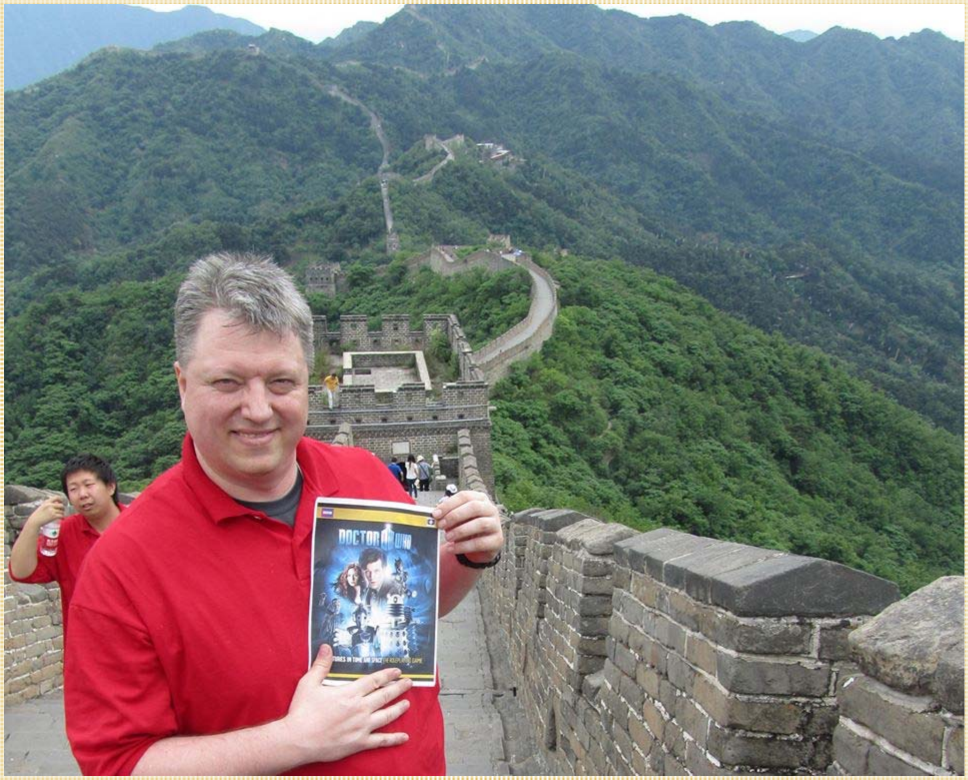
DOMINO GAMES ARE POPULAR

OUR GROUP AT THE FORBIDDEN CITY

cade. In Beijing's Temple of Heaven park people could be found playing all sorts of games from chess to cards.

The highlight of the trip from a gaming perspective was a chance to play a game of *Doctor Who-Adventures in Time and Space* atop of the Great Wall of China. This presented a unique type of game experience. An amazing gaming trip and a great time!

IN TIANANMEN SQUARE ON 05 JUNE 2013



A CHANCE TO PLAY DWAITS ON THE GREAT WALL OF CHINA

EVENT REPORT: MILWAUKEE TIME LORDS SUMMER PICNIC

On Saturday, 15 June 2013, the Milwaukee Time Lords held their annual summer picnic, which usually includes various games of different kinds. Due to the threat bad weather, the event was moved from Hoyt Park to Dick and Nanette's house instead. At the event, attendees enjoyed a grilled meal, great conversations, and ample talk about the Doctor Who series. Because of weather, gaming was restricted to bocce and badminton. The evening ended with the club watching "The Name of the Doctor" in preparation for the 50th Anniversary Special!

ENJOYING GRILLED FOOD

PLAYING BOCCE

RELAXING OUTDOORS

SHARING GREAT CONVERSATION

CHRIS POINTS OUT THE PALLINO

WATCHING "THE NAME OF THE DOCTOR"

EVENT REPORT: COGS AND ROSES 3 STEAMPUNK PICNIC

On 22 June 2013, the staff of our fanzine was invited to the Steampunk event called Cogs & Roses III: A Trip on the Orient Express. This summertime steampunk get together featured a variety of fun activities and party games to include games of the Spot It! Card game, a scientific inventors game of croquet, and Victorian style badminton. Conversations about role-playing games and *Doctor Who* once again filled the air as it had at the previous year's gathering. The enjoyable in-character LARP style event for gamers and steampunks also included music jams, a piñata, a hot tub gathering, and other fun social activities.

NICK, ERIC AND APRIL

THE ORDER OF THE FEZ

DRAGON KITE

SPONTANEOUS MUSIC JAM

BRIDGET HAS A GO AT THE PIÑATA

VINTAGE FIREARMS LECTURE

THE GANG PLAYING SPOT IT!

VICTORIAN STYLE BADMINTON

KLINGER'S FLAMING DJ STAND

THE STEAMPUNK ATTENDEES TAKE A GROUP PHOTO

EVENT REPORT: BRISTOL RENAISSANCE FAIRE

On 20 July 2013, the staff headed out to the Bristol Renaissance Faire located on the Illinois/Wisconsin border. The day was a special Steampunk day, though some of the members of our group went costume-light for the event due to the heat. *Doctor Who* still proved popular at the event, with cosplayers seen in costumes of the 11th Doctor, 2nd Doctor and TARDIS all spotted. Game talk, great entertainment, social activities and catching up with the steampunkers from the Milwaukee Steampunk Society and Chicago Steampunk scene were highlights.

SOME OF THE DDWRPG STAFF

CRAIG OF FARRINGTON PERFORMS

THE TORTUGA TWINS

BROM LEARNS HOW TO USE A SPEAR

CYBER-GOTH TARDIS DRESS

11th DOCTOR COSPLAY WAS POPULAR

FAIRY IN A TREE

CATCHING UP WITH FRIENDS

SILK PERFORMER 30 FEET UP

THE STEAMPUNK ATTENDEES TAKE A GROUP PHOTO

LOCATIONS GAZETTEER: **BOTUNGEN**

Botungen is the fifth planet orbiting the star Perch-329, the others cannot support life. While generally an Earth-like planet, Botungen has two things that set it apart from other planets. The first is that the large amount of microscopic refracting crystals in the upper atmosphere cause a great deal of Ultraviolet light to be bent into the violet end of the visible spectrum. The result is a sky that looks purple during the day, and the tinting of any starlight to purple during the night. The second unique feature of the planet is that because of the planet's strong magnetic field, and the large amount of ionized debris in the atmosphere. The sky of the planet is awash with electrical lightning. Day or night, lighting (accompanied by thunder shortly thereafter) fills the sky every five to twenty seconds in an irregular pattern. Because of this large amount of electrical activity, electrical and electronic devices (including energy weapons) have a chance of failing or malfunctioning. There is a 50% chance each turn or use that a device will fail. A Game Master should roll separately a second time to see if the device outright fails, or if it simply malfunctions. A malfunction should give incorrect data (such as on a scan with a sonic screwdriver or tricorder) or functions incorrectly (such as gun shooting on stun setting rather than kill in the case of an energy weapon). This effect is something that needs to be observed to be discovered — scanning for the effect itself will not yield accurate data. Reversing the polarity of the neutron flow will ensure that TARDISes (and TARDISes alone) will work completely accurately on the planet. As such, Botungen is the sort of planet where one must trust one's eyes and not one's technology.

BOTUNGEN ADVENTURE SEEDS

Here are a number of quick adventure ideas that Game Masters can develop using Botungen…

● The TARDIS crew land on Botungen to discover a troupe of circus performers who are using the planet as a respite. A criminal gang lands their spacecraft on the planet and aims to shake down the circus performers for whatever money they may have. The TARDIS crew must assist the helpless circus (who rely on now functionless energy weapons for protection) in warding off the gang, and help the strange mix of carnival performers get their own spacecrafts back into the sky and on the move again as well. The carnival can provide an interesting mix of potential new characters as well as a memorable set of returning allies that might again turn up.

● A scientific survey team has come to the planet to investigate its unusual properties. The lightning causes their ship to crash and makes their communication devices useless. While on the planet they seem to be attacked and shocked by energy creatures. As it turns out the others on the planet are not evil creatures, but rather beings that cannot be seen in the visual spectrum and thus appear invisible also stuck. As the groups try to interact the static electricity shocks the other species. The players must help both stranded groups escape.

OSHKOSH PU
STEAMPUNK
GADGETS · ART · COSTUMES
June 8 - September 8

SIGN AT THE MUSEUM ENTRANCE

THE GROUP ARRIVES

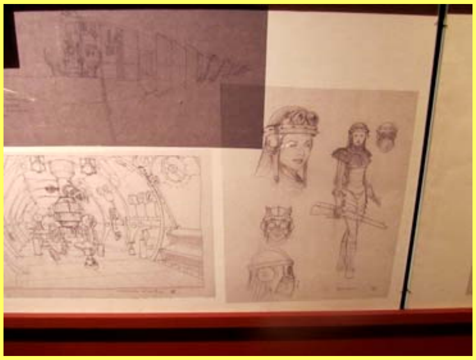
STEAM DREAM
OSHKOSH PUBLIC MUSEUM
OSHKOSH
PUBLIC
MUSEUM
STOP

MUSEUM ENTRANCE (WITH AIRSHIP)

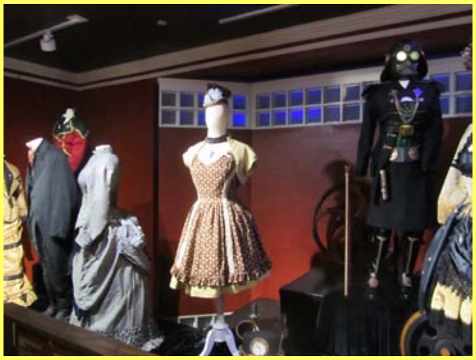
OSHKOSH PUBLIC MUSEUM TRIP

On 03 August 2013, some of the staffers from DDWRPG joined Steampunk Chicago on a trip to the Oshkosh Public Museum in Oshkosh, Wisconsin to see their exhibit on Steampunk. The group dressed in costume much to the delight of the museum staff who were happy to see the group enjoying the displays. Many items were featured from costumes, to set pieces, to props and designs. Production artwork from *The Secret Adventures of Jules Verne* series was on display as well as other movie props and steampunk art. On the trip were some of the artists that had contributed to the exhibit itself such as Paul Buss (aka. Magnus Effing) and Dr. Chuck Tritt. The group also took in a rummage sale and an antique store before enjoying dinner at Fratellos to end the event. This was the same weekend as the Experimental Aircraft Association (EAA) fly-in, allowing the attendees to also enjoy the air show and acrobatics overhead. A fun event punctuated with conversations about *Doctor Who* and role-playing as well.

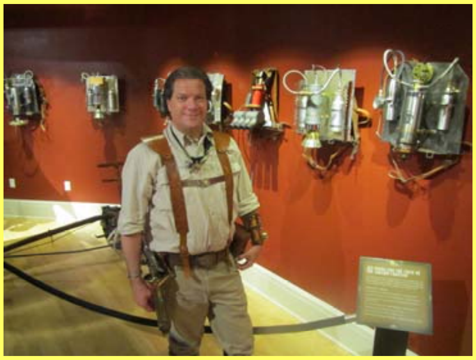
ENJOYING THE MUSEUM GIFT SHOP



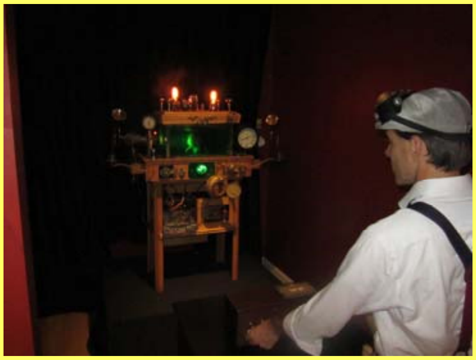
SAOJV PRODUCTION ARTWORK



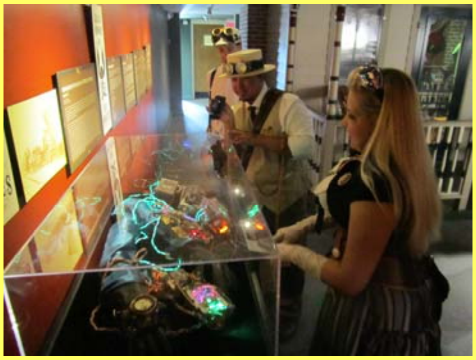
COSTUME DISPLAY



PAUL BUSS WITH HIS JETPACK DESIGNS



UNCLE IRVING FROM *CITY OF LOST CHILDREN*



ELECTRIC GAUNTLET DISPLAY

GROUP PHOTO AT THE MUSEUM

DINNER AT FRATELLOS

PICTURE IN FRONT OF AN AIRPLANE

GEN CON
THE BEST FOUR DAYS IN GAMING!
August 15-18
Get Your Badge!
Have an Account? Log In
ROLL FOR INITIATIVE!

EVENT REPORT: **GENCON 46**

On Wednesday, 13 August 2013 through Sunday, 18 August all eyes of our fanzine's staff and most from the gaming world were on the GenCon game fair held in Indianapolis, Indiana. This year was the forty-sixth outing for the annual event (not counting spinoff conventions) and it looks as if gaming has become more popular than ever! With *Doctor Who*'s 50th Anniversary upon us, the game fair also had a very large Whovian element to it with many cosplayers, games, and even Peter Davison as the main media guest of honor at the event.

THE INDIANA CONVENTION CENTER

AT THE REGISTRATION AREA

PLAYING "WEREWOLF"

GOBLIN MASK IN POLICE CAR

Attendance at GenCon in 2013 broke records as it reached a total attendance of 49,058 unique attendees, surpassing the previous year's record by more than eight thousand!

As a number of our staff are from the Southeast Wisconsin area, we were quite sad to see the convention leave the area where it had started. However, Indianapolis has welcomed the convention like no other event in the city. Restaurants do special meals for visitors, signage and banners appear all around town, the downtown movie theater does special fantasy or sci-fi themed film showings, some police cars have goblin masks in them, and nearly everyone embraces the event as the tourist welcoming extravaganza that it is. Many cities can learn from Indianapolis' efforts when it comes to inviting a convention to their city. And who would not want a group of generally well-behaved and smart people coming to your town to celebrate something as benign and inclusive as playing games? (I'm looking at your half-hearted efforts to win the convention back, Milwaukee.)

This year's event had all of the excitement and interest that GenCon has become known for. Fifth Doctor actor Peter Davison signed autographs and took pictures with those who were inter-

THE MAIN DEALERS HALL

DOCTOR WHO IN THE EXHIBIT HALL

THE CUBICLE 7 BOOTH

GUEST OF HONOR PETER DAVISON

GENCON AUCTION

20
NUVO
GUESS WHO'S COMING TO GEN CON?
NUVO NEWSWEEKLY
LOCAL PAPER WITH TARDIS COVER

fasa
FASA GAMES
FASA GAMES' BOOTH

ested in having a moment to interact with him. This gave and especially Whovian air to this year's convention, with local papers actually featuring the TARDIS on the cover of the newspaper due to his appearance.

Annual events, such as the infamous GenCon auction, the expansive dealer's hall, and entertainment events such as the travelling pirate-themed singers of Marooned (featuring one of our staff members) gave the convention its usual flair and excitement. Treasures, enjoyment, and entertainment could be found around every corner.

For our staff, we of course were looking for *Doctor Who* related gaming experiences to report on. The first we encountered was the staff at FASA Games. FASA has risen again to be a player in the RPG market supporting a number of their older titles, and working on new material as well. Our team had a chance to catch up with Ross Babcock, one of FASA's original founders, who had worked with us so well in presenting the lost *Doctor Who* RPG adventure outlines that we featured in issue #20. We want to thank him again for his efforts! We also had a chance to catch up with James Sutton who told us about FASA's plans to expand and create

WITH FASA'S JAMES SUTTON (Center)

OUTSIDE THE CON

THE FOOD TRUCK EXPERIENCE

ENJOYING THE MUSIC OF "MAROONED"

RPG ROOMS

WAYS BUYING!
NICK WITH ROSS BABCOCK, FASA CO-FOUNDER WHO HELPED WITH DOCTOR WHO RESEARCH

CUBICLE 7 TEAM (Gareth Skarka, Jon Hodgson, Dominic McDowall) WITH NICK

WITH C7'S WALT CIECHANOWSKI

C7'S ANDREW PEREGRINE

DOM CELEBRATES "ENNIES" WINS

new material. It looks like they have a developing future ahead of them.

Some of our staff stopped by and support our good friends at Cubicle 7, makers of the *Doctor Who-Adventures in Time and Space* RPG. The game triumphed to win two much-deserved Ennie awards at the game fair. In addition, new games were presented by C7 to include the DWAiTS compatible pulp sci-fi offering *Rocket Age* and the historical horror game *World War Cthulhu*. As reported elsewhere in this issue, Dominic McDowell and the rest of the staff gave us an overview of the many supplements and ideas that are being worked on for the *Doctor Who* line. It seems that as a role-playing game *Doctor Who* gamers can rest assured knowing that there are a plethora of ideas and plans for the game. Cubicle 7 is a company that is treating its fans well and giving them continued expanded content that will keep them happy for a long while to come. Our editor, Nick, helped support the company by running various games over the course of the convention which can be seen in various sidebars. Players were exited and happy

GENCON MODULE REPORT #1: "NOT QUITE THE SHINY" (AIRSHIP PIRATES)

Joining our editor Nick Seidler at the game table on Thursday for the "Not Quite the Shiny" adventure of Cubicle 7's *Airship Pirates* were Heather Hamilton, John Bellando, Lisa DeVries, Caitlin Doran, Nick Davis and Ray Davis. These Steampunks helped to take over an Imperial train in the desolate wasteland to discover that rather than treasure inside the box cars there was something much more valuable to be found!

GENCON MODULE REPORT #2: "STRANDED" (PRIMEVAL)

Playing with a number of players that have joined him before Thursday's *Primeval* adventure was played by Shawn Brock, Brigette Kephart, Angela Murray, Rod Schroeder, Robert Osborne, and Todd Miller. Going on a camping trip proves to lead through an anomaly for an extended stay in the past. Avoiding dinosaurs, the group made their way back to the present to confront a crime boss with angles on an abandoned military post that could change the world.

GENCON MODULE REPORT #3: "SPECTRES OF REALITY"

(FASA DOCTOR WHO-DDWRPG VARIANT)

A turn on Friday at the old FASA *Doctor Who* RPG, which Nick first ran at GenCon as early as 1986, featured a plot that brought together the Doctor, the player characters and the original crew of the starship Enterprise! Avoiding the ghosts that were there included players Jerry Beyer, Bryan Daniels, James Romas, Chris Moore, and Brian Duff. The players successfully helped those in need and prevented an intergalactic war of extreme proportions!

GENCON MODULE REPORT #4: "THE FACE IN THE MIRROR"

(DWAiTS)

Saturday saw Nick run a game of the *Doctor Who-Adventures in Time and Space* RPG in an adventure called "The Face in the Mirror". Along for the adventure were Jason Larsen, Suzanne Wills, J. Raymond, Joseph Brunfield, and Jason Reynolds. Challenged to solve a mystery in Victorian England, the various players get involved in an adventure involving time travel and an ancient enemy. The crew succeed in saving the planet!

with the various adventures they found themselves engaged in.

The convention itself was also a great opportunity to catch up with gaming friends from around the country (and world for that matter). As our team walked the halls we bumped into old friends and had discussions about rules systems, other conventions, and gaming topics. It was great to catch up and perhaps have a few moments in which we recalled our favorite moments at the game table. Sometimes only another gamer will understand a particular rant or concern. And that's one thing that makes conventions so fun.

This year's GenCon seemed to feature two rather interesting developments in gaming. The first is the resurgence of card games. Not so much collectable ones, but boxed strategy card games. A *Doctor Who* Card Game was released in 2012, and it won the Origins Award for "Best Traditional Card Game" in 2013. Other games such as *Cthulhu Fluxx*, *Hobbit Tales: From the Green Dragon Inn*, and the *Pathfinder Adventure Card Game: Rise of the Runelords* are examples of the many games that are hitting the market right now. Expect these easy to play and fun games to be a feature of the market for the next few years.

The second interesting development was the influx of *Walking Dead* and zombie related games. A number of *Walking Dead* board games were licensed and released and their presence was definitely felt as many vendors carried and demoed them. Add to this that zombies continue to be popular in games and fandom and they could be seen almost everywhere at GenCon. The game fair even featured a special zombie cosplay parade as one of the special events of the convention.

Sometimes, some of the most interesting or fun events at GenCon have to be sought out, or one has to

WITH DDWRPG WRITER JACK KESSLER

PULLING A "BRIDGET" WITH JIM O.

"WALKING DEAD" BOARD GAME TIME

A TINY PART OF THE ZOMBIE PARADE

CARDHALLA FOR MAGIC CARDS

KLINGON BAND!

DOCTOR WHO RPGING IN THE HALLWAY

GETTING COSPLAY PHOTOS

COOL OUTFITS

NICK POINTS AT GAMES HE WORKED ON

find open time in one's schedule to make it happen. Seeing a Klingon band perform (and later with a wookie) was particularly fun especially when they launched into a rendition of the original "Yub Nub" Ewok Victory celebration song. There is no where else that one can enjoy that sort of unexpected fun just wandering a hallway.

Our staff made the effort to do our own *Doctor Who* gaming at the convention as well. Taking the time to get in some gaming for your own campaign is one of those things that any group of friends should enjoy at an event such as GenCon. A game in one's own campaign reminds your group of how original and unique your own adventures are; It is a rewarding experience and it also reminds your players that your social past-time is part of a much bigger experience as well.

GenCon's gave attendees a lot of costumers and cosplayers who were dressed in great outfits that lifted the spirit of the event and celebrated fandoms of all sorts. *Doctor Who* costumes were particularly popular, but the variety remained very broad. Science fiction, fantasy, anime, superheroes, video games, and other genres had people dressed up to support their interests. The event was a celebration of personal expression and fashion. A cosplay parade was held on Saturday, which featured hundreds of people in costume. This event is one that is always worth finding the time for at GenCon.

As always, there are many new games that are on display in the vendor hall. Perhaps the most interesting thing this year was that Hasbro/ Wizards of the Coast did not have a booth in the main hall. This is the first year that the property owners of *Dungeons & Dragons* did not have any (let a lone a significant) presence in the dealers room, especially considering their intent to release *D&D Next* in

GENCON MODULE REPORT #5: "NOT QUITE THE SHINY" (AIRSHIP PIRATES)

A Saturday reprise game of *Airship Pirates* challenged a new group of players that included Bryan Notham, Jeb Boyt, Bill Hallihan, Justin Kellog, and William Kellog. Once again the pirate crew of the Airship Cordelia were on a mission to rob an Imperial train as it crossed the wastes on behalf of the empire. The players found themselves engaging Peelers (automaton policemen) and Chuno Ggun (the Emperor's elite guard) as they took the real treasure onboard.

GENCON MODULE REPORT #6: "THE FACE IN THE MIRROR" (DWAITS)

A Sunday slot of *Doctor Who—Adventures in Time and Space* finished off Nick's games as he supported Cubicle 7 at GenCon. At the table were Ian Woodall, Alisdair Lyons, Greg Zuvich, and Audrey Zuvich. Once again facing the threat of danger from an ancient enemy, the players sorted out the mystery that was found at Flint Hall, and estate where a paranormal event turned out to be related to time travel. Another successful and well played game.

INDY
GE CON
THE BEST
DAYS IN GAMING!

ERIC GIVES THE “BRIDGET” THUMBS UP

ONE OF THE GAMING HALLS

CELLO PLAYING WOOKIE WITH STAN

COSPLAY PARADE

INTRICATE COSTUMES

2014. This marked a significant shift in the game community. It is almost as if the grand patriarch had finally died, and now it was time for the new generation of games to step up. This is already being done by the *Pathfinder* game, which stuck with the *D&D* 3.5 rules system and has continued to expand as the primary fantasy game system for role-players. A few of our staff have playtested *D&D Next*, and their decision was to go back to original *AD&D* (1st Edition) and replay classic modules instead. There should be a lesson in this for many game companies. One should not change or update a game, simply because one can. Eventually one may lose one’s fan base by making unnecessary changes and updates. Make a good game and stick with it. Support it with additional materials, but do not return to the drawing board and change your core mechanic when one does not need to (I’m also looking at you *Fluxx* and the unneeded addition of Creeper cards).

Other great things to take in at GenCon including the miniature gaming hall and some of the many special events. Some of our staff went to a burlesque show that was held at the con, while others went to the dance that was held on Saturday night. Stopping in some of the lectures and film showings was also an option. It would be near impossible for someone to visit GenCon and not have a great time simply enjoying themselves amid the hundreds of fun things to do or explore at the event.

GenCon 2013 seemed to show us that interest in *Doctor Who* continues to grow in the United States and that the future of *Doctor Who* role-playing is in solid hands with Cubicle 7. The only bad thing about the whole trip is that the cost of the convention and the hotel rooms at GenCon continues to go up. The gouging of gamers’ pocketbooks can only last so long before some gamers will vote to pass on the event because of their pocketbooks. But it seems it will be a while before that happens. With so much fun to be had, our staff will be back next year.

SLENDERMAN ON PARADE

MINIATURE GAMING

MINIATURE PAINTING

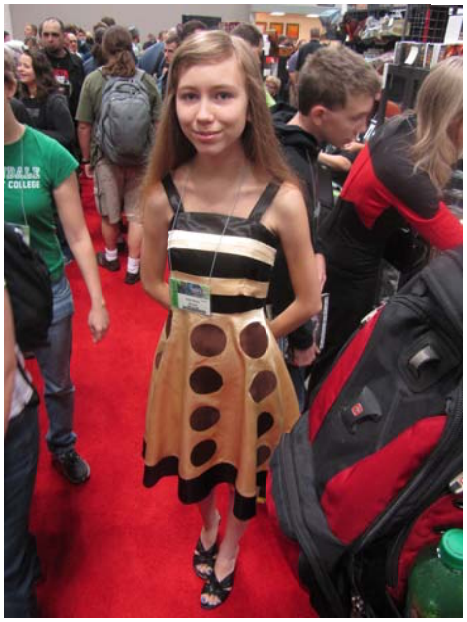
BALLOON CTHULHU

DDWRPG STAFF AFTER A GREAT CON

DOCTOR WHO COSPLAY AT GENCON 46

Is *Doctor Who* as popular in 2013 as it was previously for cosplayers? No. It is definitely much *more* popular with costumers. There were more Whovian costumes than any other single form. Here are a sampling...

BATTLETECH



EVENT REPORT: STEAMPUNK SHOOT 2013

On 22 September 2013, some members of the DDWRPG staff joined the members of Lytheria House and the Milwaukee Steampunk Society in Old Ashippun, Wisconsin for a day of education and shooting. This event was similar to one that was held the year before in that it gave the attendees the opportunity to learn numerous history lessons on the application and manufacture of various firearms. Host Lee Schneider explained the workings and histories of various firearms as the attendees had the opportunity to handle and fire the weapons themselves. Many different types of weapons from flintlocks, to cap and ball pistols, to rifles and pistols of all types were avail-

EVERYONE ARRIVES FOR A DAY OF FUN

LEE COOKS OVER THE CAMPFIRE

SOME DECIDE TO KNIT

NICK SHOOTS A PIRATE FLINTLOCK

ERIC WITH AN AR-15

SPOTTING ON THE RANGE

TRYING DIFFERENT WEAPONS

LEE SHOOTS A FLINTLOCK LONG GUN

LOADING THE LEVER ACTION MODEL 87

COCKING THE LEVER ACTION RIFLE

FIRING THE HI POINT CARBINE

WALTHER P-22 PISTOL

able to learn about and fire. The event featured discussions on science fiction, *Doctor Who*, RPGs, history, firearms, and even farming. The event was positive as a social experience and also as a learning experience. Few people have the opportunity to not only learn about, but also to try shooting, such a large variety of firearms. From a role-playing game perspective, the DDWRPG staffers discussed the length of reloading times for certain weapons as well as consideration of ammo usage versus ignoring such a rule. *Doctor Who* might not feature a lot of combat, but it does sometimes.

AMMUNITION STAND

LONG GUNS AVAILABLE TO TRY

ONLY A FEW OF THE PISTOLS AVAILABLE

SHOOTING WITH A SCOPED RIFLE

CLOSE QUARTERS SHOOTING

THE COMPACT BERETTA 21a “BOBCAT”

9mm VARMINT SHOT ROUND

TARGET HIT BY MULTIPLE SHOT ROUNDS

WHAT WE TRIED

Thanks to Lee Schneider and others we had the opportunity to learn about the following vintage and modern firearms:

- **.22 AR-15 rifle (with .22 converter)**
  [US M-16 style rifle in standard .223 (5.56mm NATO), converted to .22LR with a new bolt and magazine system]
- **.22 Marlin Model 25 rifle with scope**
  [US scoped sniper-style rifle firing .22 Magnum]
- **.22 Springfield Savage Model 87 rifle**
  [US rifle dubbed “The Typewriter”, as the action requires one to release the trigger in order to reset the bolt and firing pin. This action creates a typewriter-like feel the occurs after each shot and trigger release.]
- **.22 Armes de Pirene “Pistolet de tir Unique” pistol**
  [French .22 with unique look and removable barrel]
- **.22 Baretta Model 21a Bobcat pistol**
  [Italian/US micro-pistol]
- **.22 Baretta U-22 Neos pistol**
  [Italian/US pistol dubbed “The Raygun”]
- **.22 Chiappa Arms Puma 1911-22 pistol**
  [US Colt .45-style pistol in 22LR]
- **.22 Hi Standard “Double Nine” pistol**
  [US - revolver with nine rounds in cylinder in 22LR]
- **.22 Magnum Research “Desert Eagle” pistol**
  [US - almost all plastic construction “Desert Eagle”-style pistol]
- **.22 Ram-Line “Ram Tech Compact” pistol**
  [US - almost all plastic construction short-barreled pistol]
- **.22 Walther P-22 long-barrel pistol**
  [German/US Smith & Wesson made Walther]
- **.30 M-1 carbine**
  [US WW2 compact rifle]
- **.38 Interarms Model 92-SRC Lever-Action rifle**
  [Interarms version of the Winchester Model 1892 lever-action repeating rifle used by the US Cavalry and made famous in the Wild West]
- **7.62x25mm Tokarev M/52 pistol**
  [Czech made version of the Russian officer pistol favored by the Russian Mafyia]
- **9mm Hi-Point carbine**
  [US - almost all-plastic compact rifle]
- **9mm Ruger SR9c pistol (with shot round)**
  [US pistol loaded with varmint shot round]
- **.44 Flintlock Pirate pistol**
  [US reproduction of flintlock style pistol used by 19th century pirates in skirmishes]
- **.45 Star Interarms Megastar45 pistol**
  [Spanish/US pistol in .45ACP]
- **.410 Taurus “The Judge” pistol**
  [Brazilian/US pistol in .45 Colt that can also fire .410 shotgun shells]

TESLACON
THE CONGRESS OF STEAM
1883
October 31st • Nov. 1st-3rd • 2013
CONGRESS STEAM

EVENT REPORT: TESLACON 4

On Thursday, 31 October 2013 through Sunday, 03 November 2013 some of the staff of the *Diary of Doctor Who Role-Playing Games* found themselves at TeslaCon 4 a full immersive Steampunk convention that was named the Best Steampunk Convention in the world in 2013. Held in Madison, Wisconsin at the Madison Marriot West hotel, the convention requires attendees to be in character and costume through out the weekend. While the rules on this immersion are fairly relaxed, nearly every attendee dresses in costume and interacts at the event. In all, TeslaCon becomes a very unique LARP-style experience.

At this convention, the staff of our fanzine as well as a number of members of the Milwaukee Steampunk Society arrived early to set up a special event meant to kick off the convention itself. Traditionally TeslaCon features a plot that unfolds during the course of the convention, and this year's narrative was called "The Congress of Steam". The overall plot had the attendees attending the titular conference in a meeting held in an 1883 alternate universe, somewhat like the historical Congress of Vienna where politicians planned the future course of technology and politics. Of course, the conference itself would be plagued with various factions that had different views on the direction of the future. To kick off the conference, our team helped put together a living dungeon event which allowed players to participate in the evolving plot directly. The living dungeon was titled "Lurking in the Shadows" and featured a plot at the conference where assassins were trying to stop the event from happening. Players had to solve puzzles and save the day by stopping the assassins. The whole living dungeon setup and script is included in this issue after this TeslaCon write-up.

THURSDAY'S LIVING DUNGEON

WHOVIAN COSPLAY

STEAMPUNK OOD

ARE YOU MY MUMMY?

MADAM VASTRA COSPLAY

TARDIS COSPLAY

The convention itself had a very Whovian flair this year as many costumers wore Doctor Who inspired costumes. Some of our favorites were gasmask wearing attendees holding signs asking "Are you my mommy?" and an amazingly accurate Madam Vastra. Other

THURSDAY DJ SET

ORIENTAL COSTUME

ONE OF TWO DEALERS ROOMS

FIDDLEHEAD
THE RITHMATIST
BRANDON SANDERSON

STEAMPUNK WRITERS PANEL

PANEL ON VICTORIAN ILLNESSES

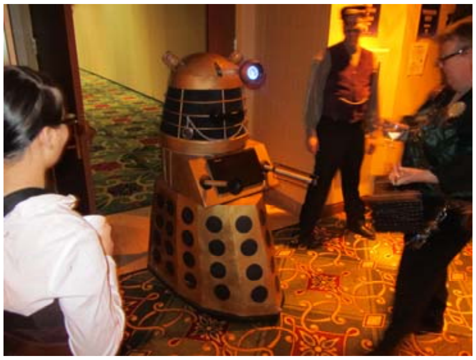
series related costumes were also seen through the course of the weekend, even a Victorian steampunk Dalek (that even had a mustache).

Other Thursday night events included circus acts, bands, and DJ sets for people to enjoy. Thursdays events were a warm-up for the proper convention which officially started on Friday. The con itself featured an excellent steampunk dealers room which was split into two sections of space due to the large number of vendors that were at the event. This setup was not ideal, but it worked given the space limitations of the hotel.

Friday saw the start of various panels and events held at the convention. Some of the more interesting sessions including a panel on writing Steampunk fiction and plotting stories (an excellent panel for any Game Masters that might have been in attendance), and another panel on Victorian era diseases and illnesses which proved to be remarkably well informed and interesting. Much of the other time was spend exploring the vendor areas and visiting many of the other areas of the convention such as the tea room or restaurant (which featured special meals such as cog-burgers).

The opening ceremonies kicked off the convention to a full room of participants as a parade of flags was held featuring the standards of the various clubs, airships and countries of attendees. This year’s convention welcomed guests from around the world with 12 countries represented at the convention. Many different clubs and airships were represented and the parade of flags gave each a chance to be recognized and involved in the sale of the event. Opening words from Lord Hasting Bobbins III (the Steam-persona of convention organizer Eric Larson) welcomed everyone and set the scene for the immersive plot that would continue throughout the weekend. As it was, the Congress of Steam welcomed a discussion on the future of steampunk and also presented he various factions in the fictional universe that TeslaCon has featured over the past

PLAYING FIND IT!

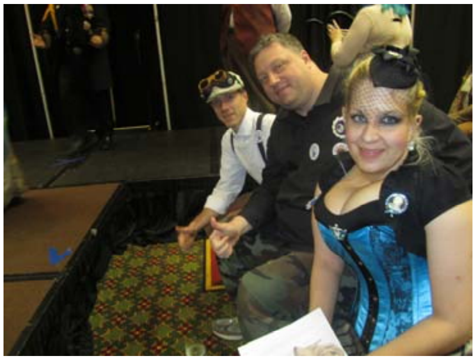


STEAMPUNK DALEK

OPENING CEREMONIES CROWD

THE CONGRESS OF STEAM OPENS

CROWDED HALLWAYS


AT THE FASHION SHOW

THE CATWALK

ALL SORTS OF DESIGNS...

...WERE FEATURED BY...

...TOP DESIGNERS

four years. The plot of the event was moved forward as a murder happened right outside the grand ballroom at the end of the opening. Who was causing these murders of delegates would become the arching plot over the weekend.

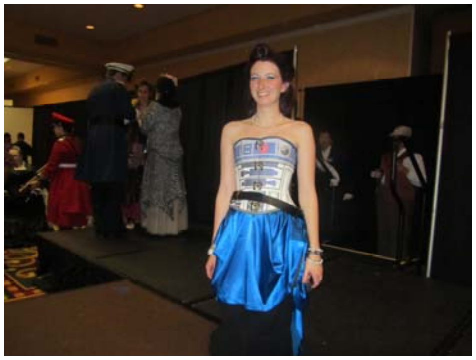
That evening's main event was the fashion show that is always one of the highlights of the convention. Numerous professional steampunk designers attend the con, and show off some of their newest and most elaborate designs. Some of our favorites were by Silversark Clothier who had a fun a playful line of fancy dresses. Other designers had styles that ranged from subtle to pseudo-Cyberpunk. A fun and exciting event!

Friday culminated in various room parties being held by delegates through out the hotel. Many friends and clubs held gatherings inviting their friends to join in the celebratory activities. Social gatherings ended the evening for most attendees.

Saturday's events began with more panels. At midday, Lord Bobbins addressed the con-goers and introduced an idea to reinvigorate fandom. He called for steampunk fans to each make an effort to bring one friend to a convention or event in the next year, and then challenge that friend to invite another as well. This effort to grow the steampunk and gaming fandom became known in some circles as "The Bobbin Initiative".

Various panels and events continued through the day. Victorian era dance classes were given to prepare those who were interested for the formal ball that was to be held that evening. Other panels included more conversations with writers in a panel room that was sponsored by Tor Books. Authors Karina Cooper, Travis Sivart, and Steampunk Museum curator Kevin Stiel were interesting and amusing to hear from as they discussed writing styles and the impact of Steampunk on culture.

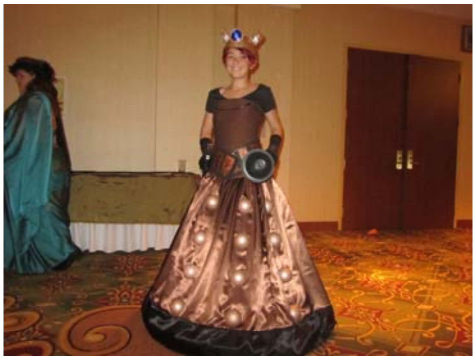
In the early afternoon a number of DDWRPG contributors were on a panel to cover Steampunk role-playing games and


R2D2 CORSET

LORD BOBBINS EXPLAINS HIS INITIATIVE

GIDEON SMITH
FIDDLEHEAD
THE RITHMATIST
BRANDON SANDERSON
MORE WRITING PANELS

AFRICAN DELEGATES


DALEK DRESS

PAUL, SANDY, NICK, AND GREG DOING A PANEL ON STEAMPUNK RPGs AND CHARACTER CREATION

THE RPG PANEL FOCUSED ON CHARACTER CREATION AND LARPING AS WELL AS RPG GAMES

CATCHING UP WITH FRIENDS

HANGING OUT BEFORE THE DANCE

character creation. The standing-room only panel gave an overview of the many Steampunk role-playing games that are on the market. Tips were given on what sorts of games can be played as well as how to use those games to engage in a personal character's history. Because of the immersive nature of the TeslaCon convention, a good portion of the panel was focused on how to create a LARP persona and character for the event itself. Discussions expanded on how a characterization can be performed and developed and how it can be a source of immense satisfaction and enjoyment. Perhaps most rewarding for the panelists was that the panel ended with everyone in good spirits and it was obvious that some people were emotionally affected for the better because of the welcoming and open nature of the panels.

Dinner-time gave an opportunity to catch up with friends who often join us for *Doctor Who* gaming events. Catching a quick meal and a drink was a great opportunity to socialize before the evening's grand ball. Just before the ball, the group took in a panel on the art of saberage — opening a champagne bottle with a sword. The demonstration was great fun and taught the attendees a skill that will be particularly useful at parties. Chill the bottle so the neck is cold, find the seam of the bottle and run the sword in a smooth and firm motion along it to the head of the

A LESSON IN SABERAGE— OPENING A CHAMPAGNE BOTTLE WITH A SWORD

OPENING A BOTTLE

FIRST TIMER OPENING A BOTTLE WITH AN IRON

CLOCKWORK ROBOTS AT THE DANCE

WHOVIAN COSPLAY AT THE DANCE

THE GRAND BALL

DANCING THE NIGHT AWAY

BUBBLES FILL THE AIR

bottle and with the right force the bottle should open in a spectacular trick!

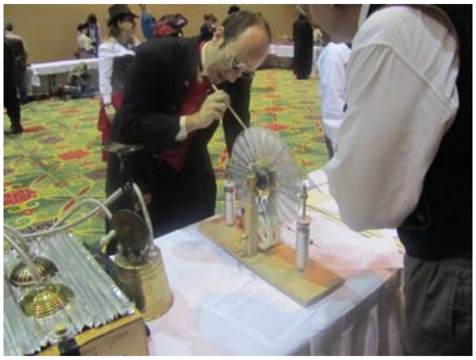
Saturday evening ended with the annual formal ball, which featured period music to begin with and then gave way to more contemporary electo-swing and upbeat Irish music by the band Dublin O'Shea. Costumes, socializing, and dancing the night away were the order of the day! Some blew bubbles into the air as the dance continued which enthralled many of the party goers. The fun continued past the witching hour and into the morning.

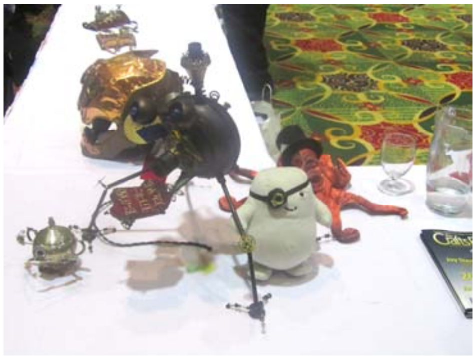
Sunday gave our team the chance to visit the science fair exhibit which featured many of the various craft and maker projects that had been built and put on display at the convention. One of our favorite items included a working electrostatic generator that created electricity. A version of this device is seen in the Tom Baker episode "The Pyramids of Mars". Another fun Whovian related item we spotted was a steampunk Adipose that had been made. More great items were featured from guns, to backpacks, to Steampunk accessories.

TeslaCon 4 ended with a closing ceremony in which the Congress of Steam plot came to an end. It was revealed that an alliance of villains (SWARM, the Lycanbroms, the Prussians) had assassinated some of the delegates to disrupt the conference and at the same time worked to save the villainous Doctor Proctocus from his prison on the moon. But the heroes of day were the investigators who came and discovered the plot, ensuring that the Congress of Steam was safe.

As the immersive elements of the convention wound down, con organizer Eric Larson thanked the many people who were involved in making the convention a reality. After a round of thanks to his guests and those who worked hard on the event, the audience gave him a standing ovation for his hard work, and to express their enjoyment of the event. TeslaCon 4 was a success, and we look forward to the fifth convention next November.

CATCHING BUBBLES


ELECTROSTATIC GENERATOR


STEAMPUNK ADIPOSE

CLOSING CEREMONY

ANOTHER STANDING OVATION

LIVING DUNGEON SCENARIO: LURKING IN THE SHADOWS

by Nick Seidler, Bridget Sharon, Zach Page, and Eric Fettig

This *Doctor Who* living dungeon was first put together for the TeslaCon 4 steampunk science fiction convention held on Thursday, 31 October 2013 through Sunday, 03 November 2013 at the Middleton Marriot Hotel in Madison, Wisconsin. This living dungeon was primary constructed as an event to be an interactive adventure that involved the players on the Thursday at the start of that convention.

This living dungeon presents a script for an adventure story set in an alternate steampunk reality in the city of London, and is easily adaptable for a *Doctor Who* adventure. The adventure features a plot set in an alternate Victorian timeline. Recently an international conference called "The Congress of Steam" has been called to allow delegates to work out various differences in their political ideologies and to discuss the various advances in science and technology. It seems that a delegate from the conference has gone missing, and rumors about that a group of assassins may be stalking the attendees. As the Doctor and his companions the group of players must stop the threat, avoiding traps, outsmarting the challenges and defeating the dangerous assassins of the Blue Hand. At the heart of the adventure is a journey into the catacombs beneath the city and the conference center where the assassins are lying in wait.

SCENARIO BASICS

- Players have 3 hitpoints each and are a party of 4 players (no specific characters, unless the GM designates the Doctor or any companions).
- Clockwork Robot Automatons have 1 hitpoint each. Henry the Explorer has 1 hitpoint. Two Assassins (Acid Assassin and Card Assassin) have 3 hitpoints. The Cannibal King Assassin has 4 hitpoints.
- Players have special equipment explained in the scenario.
- There are 14 encounter areas, required props, volunteers, and items are listed after each area.
- The GM should accompany the players in the dungeon, and will need at least 7 volunteers to act as bad guys (1 to represent Henry the Explorer, 3 to play the Assassins, 2 to play Clockwork Robots/Automatons, 1 to activate other traps in the adventure). Additional volunteers NPCs can be added for flavor (people pleading for their lives in rooms with the assassins, etc.).

PROPS NEEDED FOR THE WHOLE LIVING DUNGEON:

- Sonic Screwdriver prop (or pencil)
- 7x green crumpled pieces of paper representing Sonic

Screwdriver uses
- Flare prop (or folded piece of red paper)
- 7x red crumpled pieces of paper representing Flare uses
- 2x Gun (for the players)
- 20x orange crumpled pieces of paper representing bullets from the gun given to the players [10 for each “gun”]
- 10x orange crumpled pieces of paper representing extra bullets for the gun given to the players (as extra ammo carried by Henry the Explorer)
- 15x blue crumpled pieces of paper representing vials of acid used by the Acid Assassin
- 15x blue crumpled pieces of paper representing throwing knives used by the Cannibal King Assassin
- Banana (or folded piece of yellow paper)
- 2x clockwork robot masks
- Pool noodle with string attached (or cardboard tube to represent the Cannibal King Assassin's spear)
- Scarf or Fez (to represent the Doctor)
- Explorer Helmet (to represent Henry the Explorer)
- Tea Set - with at least 4 cups and 1 tea pot (or cutout paper shapes of such)
- Pocket watch
- 7 test tubes with a test tube holder (or clear plastic cups)
- Red colored drink/soda [Fruit Punch]
- Orange colored drink/soda [Orange Crush soda]
- Yellow colored drink/soda [Mountain Dew soda]
- Clear colored drink/soda [Water]
- Green colored drink/soda [Green Gatorade]
- Blue colored drink/soda [Dark Blue Gatorade]
- Purple colored drink/soda [Grape Crush Soda]
- Whiteboard
- 3 Dry Erase markers (in different colors)
- Blindfold
- Letter with assassin Information [envelope and letter]
- 8 light switches (or a way to represent them - 2 for the Locked Door logic puzzle; and 6 for the Henry the Explorer and the Switches puzzle)
- 2x Decks of playing cards (52 card decks) (one set for the Card Assassin, one set for the blackjack puzzle)
- Paper for making basic signs
    - "7 vials of acid puzzle" written/printed out
    - "Black Jack Puzzle" to mount or display puzzle
    - "Boat puzzle" written/printed out
    - extra to substitute of items if needed
- 4x rolls of blue painters tape (to represent out of bounds areas)
- 4x rolls of cream (or orange) colored masking tape (to mark areas and attach items)
- 5x “PLAYER” character buttons (or stickers) [4 in a regular game, and one extra]
- 7x "NPC" buttons (or stickers)
- "GM" button (or sticker)

ENCOUNTER #0: EVENT SIGN-UP

When players first sign-up at the event check-in area (at Convention HQ), they are given a button to wear to signify they are characters and given their time at which to go to the in-character start point.

GM DESCRIPTION (BOX TEXT):

People signing up players can give them the following instructions:

> The buttons you have been given should be worn when you begin the living dungeon (you may wear them now if you wish). Your *Doctor Who* Living Dungeon start time is at ________. Please be on time for your game slot. At that time go to the starting table to meet the Game Master. The Game Master (who will be wearing a button that says "GM") will find you when the full game is about to start and give you additional instructions. From that time on, you should act “in character” as your full Doctor Who or Steampunk persona.

The administrator should give the group their starting time. If the starting area does not start at a starting table location (as it did at TeslaCon 4 where the event was first run), add an appropriate description.

ENCOUNTER #1: THE STARTING TABLE AND INSTRUCTIONS

The players first arrive at the Starting Table. From their perspective they themselves (or the characters they are playing) find themselves in the year 1883CE in the city of Oslo, Norway where the Congress of Steam is being held. The starting table gives them the rules for the game, how to interact, sets the scene for the event, and then begins their adventure.

SETUP: A room or hallway with little noise, and that includes a table, is needed for the encounter area.

PROPS: A paper sign that is labeled "LIVING DUNGEON SIGN UP AREA" for inside the location. A prop banana, two prop guns (with 10 orange crumpled pieces of paper for each), a prop piece of psychic paper, and a prop sonic screwdriver (with 7 green crumpled pieces of paper), and a prop Flare (with 7 green crumpled pieces of paper).

NPCS: While at least 1 person is needed to engage the group of players at the start and give them their equipment (more than likely not the main Game Master who leads them through the adventure). At the TeslaCon IV convention where this adventure was played the area was filled with many people who were "in character" as their Neo-Victorian steampunk personas, allowing the players to interact with many people in the area. This is not necessary to run the adventure but helped to create a good atmosphere, and allowed a number of different people to give the players their equipment.

GM DESCRIPTION (BOX TEXT):

Once the players have reported to the starting area, the Dungeon Prep person here can read the following to them:

> Welcome to your starting slot for the Living Dungeon event. This is an opportunity for you to interact directly with the plot of the events happening here. Like the rest of the convention this event is immersive, and you should remain in your *Doctor Who* or Steampunk character persona during the course of this adventure. In a moment, your Game Master will come and get your group and you will begin your adventure.

This first encounter happens when the characters first come to the start point of the living dungeon. In this scenario, it is assumed that the players already have a character or persona in mind for the game (as this was the standard setting for TeslaCon IV where the adventure was first run). If this is not the case, the Game Master can assign Doctor Who characters to the players, or can prepare some standard settings for the players.

At this location, the Dungeon Prep person assigns each person one of the pieces of equipment. They can do so randomly, or assign as desired. All four items will be given to the players, so that each had at least one item. Below are lines of dialogue the Dungeon Prep person can use when giving the player their equipment.

> I need to give some of you a piece of equipment for you to use during your adventure. Let me see, what I should assign to everyone...

Banana:

> - "Excuse me sir/miss, would you like this exotic fruit?” (if they object)

- "You are mistaken, you want this banana- you should always bring a banana to a party." (if they still object)
- "You should really take this it is good for your health." (If they object again, walk away).

Guns: (x2)

- (in hushed tones) "This firearm may assist in keeping the Congress of Steam safe (hands gun), but be aware that keeping it exposed may mean that security could confiscate it." (If they ask what it is, tell them it is a gun)
- "This pistol can help protect you and the other delegates, but use it safely and judiciously."

Psychic Paper: (not used at TeslaCon IV)

- "Excuse me Sir/Miss, I believe you dropped this it has your picture on it." (If they object or say it is blank.)
- "It doesn't look blank to me. It is clearly a picture of you, I insist you take it" (if they say no, put it in their hand and walk away)

Sonic Screwdriver: (not used at TeslaCon IV)

- "Excuse me Sir/Miss, the Doctor wanted you to have this." (hands the sonic screwdriver)

Flare:

- "Here is a flare, which can be a good source of light." (gives the player the flare)

SPECIAL EQUIPMENT

- **Banana – Full of Potassium and other minerals, and great for inventing daiquiris. If eaten, the banana restores 1 hitpoint of health. It can be eaten in up to 3 parts (restoring a total of 3 hitpoints, or more or less per the GMs discretion). Once eaten, the banana becomes a banana peel. In an encounter with a robot, the banana peel can also be used to disable a Robot (as the Robot will slip on the peel). This restorative effect is not told to the players, and they must discover it on their own.**
- **Gun (x2) – Has 10 "shots" represented by 10 orange crumpled pieces of paper. The gun can damage robots or shoot the assassins.**
- **Psychic Paper – Can be read to give a clue or act as identification.**
- **Sonic Screwdriver – Has 7 uses based on being given 7 green crumpled pieces of paper to use as "activations" or "shots". The sonic can be used to open doors, deactivate robots, or accomplish other tasks.**
- **Flare – Has 7 uses based on being given 7 red crumpled pieces of paper to use as "uses" or "attack". The flare can be used to cast light in given areas, and can also be used to damage people or start fires.**

After a certain amount of time the Game Master will collect the players and give them instructions away from the table where the start is allowing the group to understand the rules of the game for the adventure. The instructions are as follows:

Hello, welcome to the *Doctor Who* Living Dungeon. You find yourselves in Olso, Norway in the year 1883 at the Congress of Steam. Before you become a part of this interactive adventure we want to go over a few quick rules for you so that you understand the basics of how to enjoy and participate in this experience.

You may not hit or harm anyone in the live dungeon. Some of the actors may try to tag you with a piece of paper or throw a crumpled piece of paper, playing cards or a foam pool noodle at you as part of the scenario, but you too will be free from any harm. Our first priority is safety.

As the Game Master I am in charge of the event. Please follow any rules or instructions that I give without question. If you want to make a certain action, let me know what you are doing, and I can tell you the result. There are pieces of tape on the floor. You may not cross any of the pieces of CREAM colored masking tape during this event. When you cross a piece of BLUE masking tape you must stop, and I will give you instructions.

Some of you may have been given an item at the start table. You can at this time trade items with your fellow players, but each player can only hold one item. If a player is removed from game or dies, another player make pick up the item and carry more than one.

The GM explains each item of equipment to the specific player:

Banana: You have a banana. It is a good source of Potassium!

Gun (x2): You have received a state-of-the-art Victorian era pistol; it can hit a target as far as you can throw. However, you only have 10 bullets, represented by the 10 orange crumpled pieces of paper. You may throw the pieces of paper you were given at the target object or person to determine the effect. If you miss the throw, it has no effect. Each crumpled piece of paper represents one bullet for your gun. Once a bullet is used, it cannot be used again.

Psychic Paper: It seems you have received a piece of psychic paper. This is an apparently blank piece of paper that allows those holding it to show people whatever they want to see on the card and occasionally receive messages.

Sonic Screwdriver: This is a strange futuristic sonic device, one might even say a screwdriver, that can lock and unlock doors, bypass security systems, and disable simple machinery. It is ineffective on deadlock seals and wood. The sonic screwdriver has 7 charges, represented by the 7 green crumpled pieces of paper. Like the revolver, you may throw the pieces of paper you were given at the target object or person to determine the effect. If you miss the throw, it has no effect. Each crumpled piece of paper represents one charge for your sonic screwdriver. Once a charge is used, it cannot be used again.

Flare: This represents a flare. If you cannot see in a given area or room, using the flare may provide some light. Flares can also burn things and do damage. The flare has 7 charges, represented by the 7 red crumpled pieces of paper. Like the pistols you may throw the pieces of paper you were given at the target object or person to determine the effect. If you miss the throw, it has no effect. Each crumpled piece of paper represents one burning charge for your flare. Once a charge is used, it cannot be used again.

Then continue to all:

If you possess and want to use the "gun", the “Sonic Screwdriver” or “Flare” as a weapon, you may throw the pieces of paper you were given at the target object or person to determine the effect at any time. Please be sure that I see you doing so, so I can determine the proper outcome. If you posses another item and wish to use it in some way, let me know and I will tell you what affect you have when using the item.

For the purpose of this game, each character has three hitpoints. Being touched or attacked by certain characters gives you one hit point of damage, others may have a special effect that are explained when you are tagged by them. If for some reason you are eliminated by losing all your hitpoints cover up your player button with both hands and simply stay where you are.

If you lose all your hitpoints during the game, your character has met their mortal end. You can still follow along through the dungeon but may not speak or participate from the point of death to the end of the game.

We ask that you do not discuss the adventure or what happens in it with anyone else at the convention. This is to ensure that the adventure is not ruined for other players.

If you ever have any real world concern or question, you may cover up your “PLAYER” button with one hand across your chest and ask a question.

With this said, what questions do you have about game play?

The Game Master should answer any questions that the players may have and then when ready continue:

OK, now we can begin...

The players may now move to the next encounter area and begin their adventure in full...

READING THE LETTERS

ENCOUNTER #2: INTO THE CATACOMBS

The Game Master walks the players into the beginning hallway and away from the noise and or instruction area of the gather point. Here is where more specific instructions on the adventure are given to help deepen the setting of the adventure and immerse the players into their full play experience.

SETUP: A hallway that can be used as the start of the catacombs. It is best if there is little or no traffic from passersby in the area.

PROPS: Letters in an envelope that is sealed for the players to open.

NPCS: None.

GM DESCRIPTION (BOX TEXT):

Once the players have entered the area designated as the start of the living dungeon (and the opening to the catacombs), you can read this to them:

> You and your friends find yourselves in Oslo, Norway in the year 1883CE as delegates at the Congress of Steam. The Congress of Steam is a gathering of all of the world's greatest minds and politicians as they try to plot the course of technology and world peace into the next century. But you have heard nasty and vicious rumors. An assassination attempt was made on the Prime Minister himself about three weeks ago. There has been talk among the delegates that assassins may try to derail the conference. If this is true, they may have been hired by the villainous Dr. Proctocus, or perhaps not. There is no need to tell you that if this conference fails that there will be grave consequences. Almost without a doubt the world could be plunged into a state of war. The Prime Minister has been worried and his security detail has been on guard.
>
> As it turns out, the Prime Minister's worries seem to be true. He sent a young delivery boy to you with an important message. An assassin, named Dobbs, had been apprehended. Shortly later the assassin killed themselves with a cyanide capsule, taking their knowledge of the plot to their grave. However, the assassin had a letter with them. The Prime Minister has now sent you a message, but the delivery boy made it clear that you and your friends could not open the Minister's letter until you were at the entrance to the catacombs beneath the city of Oslo.
>
> Now, your group finds itself standing here, in front of the cave-like entrance to the old catacomb graveyard that tunnels below the modern steam-metropolis of Olso overhead. It is now, that your group finally has a chance to read the letter and instructions that had been delivered.

The Game Master hands the players an envelope that contains a letter which has the following text:

> [Letter from Lord Bobbins, Prime Minister of the United Kingdom of Britain]
>
> *My Dear Delegates,*
>
> *You have been selected as you are some of the only people whom I can trust. An assassin was discovered and apprehended by my Chief of Security and it seems there are forces that aim to disrupt the Congress of Steam. The assassin was able to kill himself before we learned more about his motivations. At first I thought this to be members of S.W.A.R.M. (the Society for War Against the Royal Masses) and their leader Dr. Emmanuel W. Proctocus. I have since learned this not to be the case. A letter was discovered in the possessions of the assassin. Read it now before you continue my correspondence.*

Another smaller letter is included with Lord Bobbin's letter...

[Blue Hand Assassin letter]

Guild of the Blue Hand,

Meet in your designated preparation area in the catacombs. Prepare your weapons. I shall contact you when we are ready to move on the assembly with deadly force.

In the name of anarchy and the disruption of all that might be just and good -- we must act. It is the goal of the four of us to kill as many of the delegates at the Congress of Steam that we can. We shall let them know that the Cult of the Blue Hand may not be more powerful than those that unite under Lord Bobbins or Doctor Proctocus. But the forces of anarchy will always triumph over reason and order of any kind -- good OR evil.

May their blood turn our mark purple,

-Azari, The Cannibal King

The players continue with the Prime Minister's letter....

[Letter from Lord Bobbins continued]

The fate of freedom and justice now lies in your hands. I ask that you enter the catacombs beneath the city to find and stop the remaining assassins of the Blue Hand so that the world has a chance at peace. I believe there to be more than a single plot at hand at our conference and if you can help end this one, I can focus my attention on any others.

As such I deputize you as security personnel to stop these assassins. If you succeed, there might just be hope for us all. God Save the Queen!

In sincerest best wishes on your quest, be safe and be always on your guard,

- Lord Hastings R. Bobbins
Prime Minister

The Game Master can ask the players the following:

Do you accept the Prime Minister's quest, and enter the catacombs?

Presumably all the players will say "Yes" or it will be quite a short adventure. The Game Master will then lead the players towards the next encounter area. On the way, they should stop once and read the following description which gives an overview of the underground setting:

Having travelled into the catacombs you find them to be an interesting mix of natural cave formations and man-made excavation. Stalactites grow from the ceiling as Stalagmites and calcified rock seem to grow from the floor upward. Among these formations are chiseled out areas that have been stuffed with the dead. Skeletons of those long deceased have been interred here. There is a musty odor that permeates the stale air, and there is a certain amount of humidity as water that leeches from the surface makes its way to these caves. It is dark here, but a natural luminescence seems to provide a dim light. The passageways ahead slope deeper underground.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*Watch your step*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**
Flare:	**Makes the area bright but has no significant effect (lose one use for each attempt).**

The Game Master should then lead the players to the next Encounter area.

ENCOUNTER #3: THE LOCKED DOOR

The players have wandered deep into the catacombs and encounter something that is a bit unexpected. A locked door! The must overcome the trap to move beyond it.

CLOCKWORK ROBOTS GUARD THE DOOR

SETUP: Door that leads to the next encounter area. Two NPCs should stand outside the door with masks on. They are automatons.

PROPS: Two switches, to throw to activate the door. Two masks to represent the automatons (clockwork robots).

NPCS: Two NPCs needed as the automaton door keepers.

GM DESCRIPTION (BOX TEXT):

Once the players have entered the area by the back door of the Bad Wolf Pub, you can read this to them:

> As you have made your way through the catacombs you find yourself in front of two automaton robots who stand in front of a closed door. Beside each side of the door is a switch that can be thrown, most likely to open the door, or perhaps to activate the automaton guards. As you get closer the automatons begin to move in an unthreatening manner but they give you an important set of instructions...

Automaton #1 (the liar) says:

> One switch on the wall activates the lock and opens the door,
> The other switch on the wall activates us to stop anyone going by,

Automaton #2 (the truth teller) says:

> One of us always tells the truth,
> One of us always tells a lie,

Automaton #1 (the liar) continues:

> Are you clever enough to figure our riddle out,
> Or will you join the many who have fallen here and died?

If the players asked to repeat the riddle, the automatons will do so.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt) on the automatons until they are activated.**
Psychic Paper:	**Reads "*Ask one what the other would say*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt) on the automatons until they are activated.**
Flare:	**No effect (lose one use for each attempt) on the automatons until they are activated.**

One designated automaton will always tell the truth, the other will always lie. The GM should before hand choose which switch will open the door and which will activate the automatons. The automaton NPCs always imply tell the truth or not. This can be a very funny interaction so long as the automatons always follow their roles. The actors doing so should act somewhat cheekily as the questions are asked.

If the players throw the correct switch, the door opens, and the automatons power down. If they throw the wrong switch the automatons activate and attack the players (Automatons have 1 hitpoint), after the automatons are disabled the second switch can be thrown.

The trick to beating the puzzle is to use logic. By asking the question of one automaton, "If I were to ask your fellow automaton which switch to choose to allow me to enter the passage, which one would they indicate", the players can find the answer. [The truth telling automaton would indicate the switch which activates the automatons, as this is the one that the lying automaton would indicate, as the liar would not point to the switch that the truthful automaton would indicate; the lying automaton would indicate the switch which activates the automatons, as it would lie about which switch the truthful automaton would choose, as the truthful automaton would indicate the correct switch, and thus the lying automaton would indicate the false one]. Thus if the players ask that question, and then choose the switch that was not indicated, they will be able to open the door and continue unhindered.

If the players simply attack the automatons, they will activate, but once eliminated, the players can throw the switches without any interference. Throwing the wrong switch once the automatons have already been activated has no effect.

This logic puzzle was featured in the *Doctor Who* story "The Pyramids of Mars" as well as in the seminal fantasy film *Labyrinth*.

If the characters try to destroy the puzzle, they will take a fatal charge or electricity and be out of the game.

ENCOUNTER #4: THE FIRST ASSASSIN - ACID ASSASSIN

The players enter the room found in the catacombs and encounter a laboratory where an assassin is waiting, and where he mixes acids, poisons and explosives ready to attack the Congress of Steam. The players must defeat the assassin.

SETUP: A room to be used as the assassin's laboratory. An orange line should be taped to the ground. This indicates a line that the players and the assassin NPC cannot cross during combat (to prevent any actual contact). A second dotted orange line should be placed about 5 yards behind the first orange line. This is the line that the acid assassin cannot retreat past, in order to give the players a fair chance at being able to eliminate him.

PLAYERS FACE THE ACID ASSASSIN

PROPS: Roll of orange tape, to mark the floor of where the players and NPC can move**.** 15 blue crumpled pieces of paper representing vials of acid used by the Acid Assassin

NPCS: One person to play the acid assassin.

GM DESCRIPTION (BOX TEXT):
Once the players have entered the area by the back door of the Bad Wolf Pub, you can read this to them:

> You enter a room in the catacombs, and discover that it is fairly well lit, with burning gas lamps providing ample light. As the last of you enters, the door closes automatically behind you. The room is a laboratory with numerous test tubes, Bunsen burners, vials and tumblers filled with various liquids. Before you is a strange man that is mixing numerous chemicals before he stops his work and addresses you directly.

The Acid Assassin:

> You may have found my laboratory, but you cannot stop me and the rest of the Cult of the Blue Hand. We will put an end to this Congress of Steam and ensure that anarchy reigns! You may try to stop me, but do your best to avoid my acid vials and explosive liquids that I throw at you!

The Acid Assassin then attacks the players (with crumpled pieces of paper).

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**Does one point of damage when hitting the assassin.**
Psychic Paper:	**Reads "*This man wields poison, explosives and acid. Stop Him.*"**
Sonic Screwdriver:	**Does one point of damage when hitting the assassin.**
Flare:	**Does one point of damage when hitting the assassin.**

This combat encounter lasts as long as the acid assassin is alive, and the assassin has 3 hit points. Players can take damage. When the assassin is killed the GM should read the description of the next encounter...

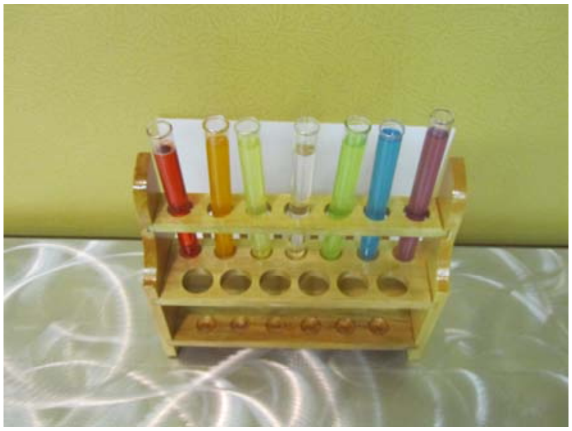
ENCOUNTER #5: THE SEVEN VIALS PUZZLE

Having killed the acid assassin, the players must try to solve the puzzle that lets them leave the laboratory.

SETUP: A table by the doorway for the props to be put on should be near the door.

PROPS: A printout with the text of the letter is needed. Also, 7 cups or test tubes are needed, as well as seven different liquids to represent the various colored potions in the vials:

Fruit Punch
Orange Soda
Mountain Dew
Water
Green Gatorade
Blue Gatorade
Purple Gatorade



THE SEVEN VIALS SET UP

NPCS: None.

GM DESCRIPTION (BOX TEXT):
Once the acid assassin is killed the GM should read the following description

The acid wielding assassin has been killed and has fallen over on his own bandoleer filled with vials of acid, smashing them under his weight. His body slowly disintegrates and melts as the acid turns his figure into a molten goo of fleshy remains.

But with the door closed behind you it seems as if you must find a way to escape this laboratory. In the battle, most of the laboratory equipment has been smashed and destroyed. Standing behind you, untouched from the battle, are seven vials of mysterious liquid in every shade of the rainbow and a strange letter that may be a hint on how to extract yourself from the room itself.

By the door stands seven vials of liquid each in another color, as well as a written letter.

The vials of liquid are arranged in the following manner:

Red	**Orange**	**Yellow**	**White**	**Green**	**Blue**	**Purple**

The letter reads as follows:

One is full of acid,
you can burn the lock to leave,
Four of them are poison,
A deadly web we weave,
One has restorative powers,
and will make you feel all fine,
the last one will do nothing,
and simply waste your time,
The key to your exit,
is set off to a side,
But not all the way,
it hasn't gone too wide,
The poisons stay apart,
afraid to touch their neighbor,
To find the restorative,
is of an equal labor,
The one that stands alone,
and has no real affect,
Is brighter than the one,
that will leave the lock all wrecked.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt) on the door.**
Psychic Paper:	**Reads "*The four poisons are not next to each other*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt) on the door.**
Flare:	**No effect (lose one use for each attempt) on the door.**

The letter itself allows players to discover which liquid can be used to escape the room. Below is the logic for the puzzle as revealed by the letter:

LOGIC:
- one has acid, allowing one to burn the lock and leave the room.
- four have poison
- one is restorative (and will give back full hitpoints)
- one does nothing.
- The key to escape (the acid) is set off to a side, but is not all the way to the end (thus must be 2,3,5,6)
- The poisons are not touching one another (thus must be 1,3,5,7).
- The restorative stands alone, of equal labor (it is in the middle - 4)
- The one that does nothing is brighter (orange) than the one that will wreck the lock (blue) (2 rather than 6).

Red	**Orange**	**Yellow**	**White**	**Green**	**Blue**	**Purple**
poison	nothing	poison	restorative	poison	acid	poison

If the players choose the blue liquid and try to splash it on the door, they will have used the acid and the door melts away allowing them to leave.

If the players identify the restorative and drink it, then that player gets all of their hitpoints back (if they lost any in the encounter with the automatons or acid assassin). The restorative will only heal one person, even if shared.

Ironically, nothing prevents the players from splashing all of the liquids on the door to find the acid, but most players never try to do so. Also doing so prevents them the chance of finding the restorative and healing a party member.

ENCOUNTER #6: THE GRID

The players continue deeper through the catacombs and come across a grid on the floor. What sort of danger might await them?

SETUP: An area in a hallway large enough to put a grid, in which one person can stand in a square at a time.

PROPS: Masking tape to put the grid on the floor.

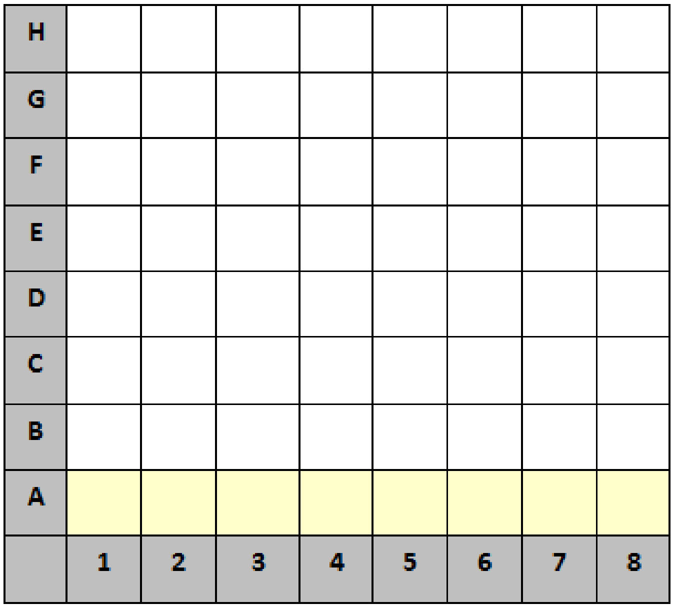
NPCS: None.

GM DESCRIPTION (BOX TEXT):

Once the players have reached the next area, and a short distance before the grid, the GM should read the following:

> As you make your way deeper into the catacombs, ahead of you lies a grid on the floor. Because of the tight quarters in order to continue you need to cross the grid...

As the grid is made out of tape laid on the floor, each player must step onto the grid on the first rank (depicted by the yellow squares on the example grid below), one at a time.



H								
G								
F								
E								
D								
C								
B								
A								
	1	2	3	4	5	6	7	8

THIS IS THE SIDE THE CHARACTERS ENTER THE GRID ON

After the first person steps onto the grid, the Game Master should announce, "You are safe. Would you like to continue to move?" The player can then choose to move again, or to stay where they are. Where and how they move, determines whether or not they are safe. The safe pattern is described after the graphic of the grid. The player can keep moving until they tell the GM that they are done with their turn.

Each player should be given a chance to move, and then the next player should move. All players must move and end their turn before the first player can move again.

This is encounter is a false danger. The grid has no effect whatsoever.

However, the Game Master may choose to have the grid present a danger (if the players are moving through the dungeon too fast, or are being rather rude to the NPCs and so on). As long as the GM is consistent in how the trap operates, the game will be fair. Here are a few suggested methods of how the grid trap may operate:

--The grid electrocutes anyone who does not move at a diagonal.

--The grid electrocutes anyone who does not move in straight lines (right, left, forward, or back)

--The grid electrocutes anyone who makes a fourth move, without another person moving first.

--The grid electrocutes anyone who does not move like a chess piece that is represented by the first square that they step on.

If the player moves to a space that is not correct, the Game Master should say, "The floor is electrified, you take 1 point of damage, move back to your starting square."

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*There is no danger here". *[unless the GM modified the grid to a trap]**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**
Flare:	**No effect (lose one use for each attempt).**

Once the players all make their way across the board, the group is safe and can move on in the catacombs towards more encounters.

ENCOUNTER #7: ACROSS THE DARKENED BRIDGE

The players find themselves in the deepest part of the catacombs on a natural bridge that spans a chasm. The players must be careful to stay on their path. If they fall off, death is assured.

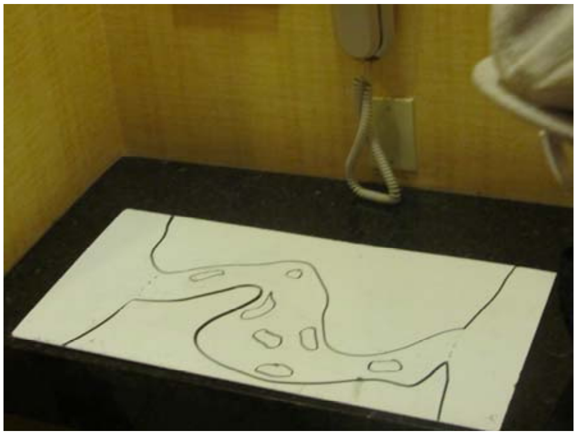
SETUP: Any area with a wall.

PROPS: A blindfold, large paper with a path drawn on it, and a marker.

NPCS: None.

GM DESCRIPTION (BOX TEXT):

Once the players have approached the area near the paper fastened to the wall, the GM can read this to them:



THE DARKENED BRIDGE ENCOUNTER

> You make you way forward deeper into the catacombs. The number of buried skeletons begins to decline and the amount of man-made influence tapers off as natural cave formations take over the surroundings. The natural luminescence on the walls begins to fade away, and soon you find yourself standing it pitch darkness. Please close your eyes.

If the players use a flare, the GM walks them forward to the puzzle fastened to the wall...

> You move forward, deeper underground, but realize that you are now moving directly below the city. Ahead you can see that there is a deep chasm that you must cross. A natural bridge of stone spans the depths, but one false move and you will fall to your death. Walking across the bridge will take teamwork and precision in the dark. You also realize that you do not have enough flares to make it all the way across in the light.
>
> For this encounter, you must choose one of your party to be blindfolded and use a marker to draw a safe path across the land bridge. One other team member can give instructions to assist the person in drawing the path across to safety. If your group chooses to use a flare, the blindfolded player may temporarily remove the blindfold and look at the map, before replacing the blindfold and continuing on, again listening to the instructions of the guide.
>
> The blindfolded team member represents the path of the whole group. If their line touches a line on the map, representing the edge of the bridge, they fall to their death, and another party member may continue on blindfolded from the spot, at the cost of another flare.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*Slow but sure wins the race*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**
Flare:	**Allows the blindfold to be removed and the board looked at (before the blindfold is replaced and the journey continues).**

The blindfolded player must draw a safe route across the chasm with the assistance of the other player who gives them instructions (such as "up", “down”, “left”, “right”, “right at a 45 degree angle down”, and so on). If the blindfolded player touches a mark on the map representing the edge of the bridge, they fall to their death. The party can continue with another person blindfolded. But to switch players, the cost is one flare use (as they have seen the board recently).

After this encounter has been successfully navigated, the GM can read the following to the players:

> Now that you have crossed the chasm, there is a natural tunnel that leads away from here. Once again phosphorescent light emanates from the walls and you can see where you are going in the dull light as you walk through the calcified stone walls underground...

The GM leads the players to the next encounter area.

ENCOUNTER #8: HENRY THE EXPLORER AND THE SWITCHES

The players encounter a somewhat annoying explorer named Henry in the catacombs, at a point where they find a challenge that they must overcome. Might he be another of the assassins?

HENRY THE EXPLORER AND THE SWITCHES

SETUP: Area near a doorway that has a wall where 6 switches can be mounted on the wall near the door.

PROPS: 6 switches, blade style seem to be the best for effect, an explorer's pith helmet to represent Henry the explorer, 10 crumpled pieces of orange paper (representing extra ammunition that Henry has though he has no weapon).

NPCS: One NPC to play Henry the Explorer, who follows the group all the way to the final encounter (unless the players kill him).

GM DESCRIPTION (BOX TEXT):

Once the players have entered the area by the door and switches and Henry the explorer, the GM can read the following to them:

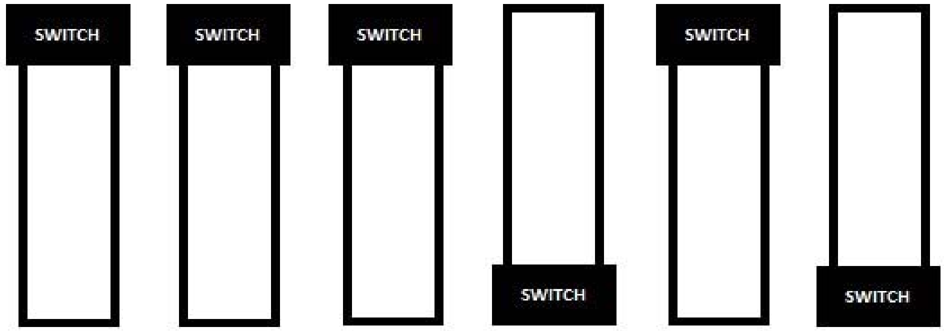
> You make your way forward in the natural tunnel and find an unusual sight. A thick metal door blocks the way up ahead. Near the door is a row of six switches. But even more surprising is that there is a man here who wears the familiar pith helmet that seems to indicate that he is an explorer of some sort.

At this time Henry the explorer can engage the group:

> Oh Lord, I never expected to meet any other intrepid explorers down here. I am so happy to see you all as I have begun to run low on illumination. Wonderful, Wonderful. I can't seem to get past this door, and I believe it is electrified. There is a set of switches here. I threw one switch earlier and it electrocuted me. Perhaps if we can get the right combination... I feel much better now though, but my memory is a bit foggy...

If the group asks Henry the Explorer any questions he will answer them truthfully (See section below on Henry's background). The players must figure out the combination of switches to properly open the door. The initial setup looks like this:

THE SWITCHES



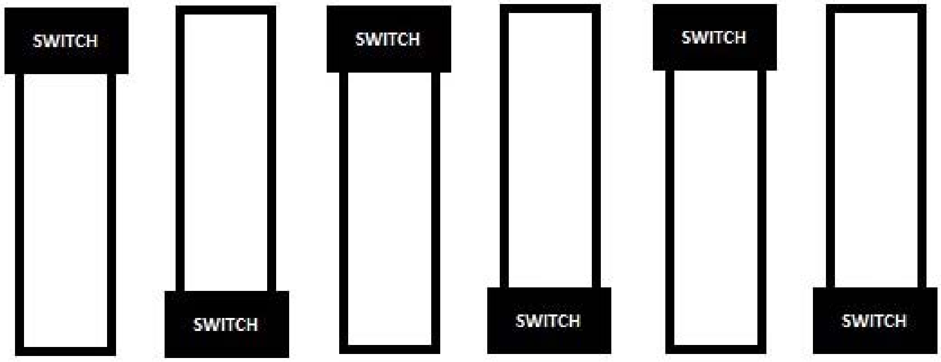
If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*The proper pattern is like a stormy sea*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**
Flare:	**No effect.**

The door itself is electrified and touch it will give a player 1 hitpoint of damage unless the proper switch combination is thrown.

The switches are also electrified just as Henry the Explorer has told them. Whenever 5 or 6 of the switches are all either up or down, the person moving that switch to that position is electrocuted and loses 1 hitpoint. Any other combination has no effect, and one combination will open the door...

To open the door the players must move the switches to the following pattern:



When this is the case the door opens and the players can go along their merry way. However, Henry the explorer will then ask the group the following:

> Thank you chaps for helping me. Do you mind if I join you in your continued explorations? I am quite curious as to what we might find here...

The characters can choose to allow Henry to join them. If they say ”Yes”, he will happily follow them, and ask many annoying questions in all of the parts of the journey from this point forward. If the players say “No”, Henry will follow them anyway after a certain amount of time and catch up to them at the next encounter area, from which point he will follow them no matter what.

HENRY THE EXPLORER

HENRY THE EXPLORER'S BACKGROUND:

Henry the Explorer is a British gentleman and explorer who is always curious and interested in learning new things. He is a bit aloof, and always asks questions, often to the annoyance of those around him. Likewise, he often tells stories of his adventures but because of faulty memory gets the details all wrong (ex. "I remember that time I was in China at the Great Wall and there were kangaroos all around me!"). In truth, the chap has had many amazing adventures to the Far East, the African plains, Australia, Fiji and other Pacific islands, the deepest jungles of South America, and more, but his memory is so weak he does not properly remember his experiences. Many other explorers incorrectly believe him to be a fraud.

Henry the Explorer learned of the catacombs under the city a few years ago, and has made a trip here to explore them. His focused nature and poor memory means that he is blissfully unaware of the Congress of Steam or of any potential assassins being nearby.

To this point he made his way through the catacombs (before any of the assassins retreated here to their lairs to prepare for any assassination attempts). After making his way across the bridge slowly on his hands and knees to ensure that he did not fall off, he got to this door that he could not pass. He tried a few different combinations of the switches and was electrocuted a few times. This has made him weak, (Henry the Explorer has only 1 hit point -- even if he drinks his tea). He cannot remember any of the combinations of switches that he threw, and remembers very little of his journey in the catacombs himself.

Henry has a tea set with him that he uses at tea time (at a certain point in the adventure), and he also has extra ammunition (10 pieces of crumpled paper) that he can share with players who have guns at any point in the adventure he wishes).

ENCOUNTER #9: THE BLACKJACK PUZZLE

The players move forward and encounter another closed door. This time there is a puzzle of cards they need to solve to get entry...

SETUP: A door with a board with a card combination next to it.

PROPS: A deck of cards (with one set of A, 2, 3, 4, 5, 6, 7, 8, 9, 10 ,J, Q, K on the ground to solve the puzzle), and paper with the puzzle on it.

NPCS: None.

GM DESCRIPTION (BOX TEXT):

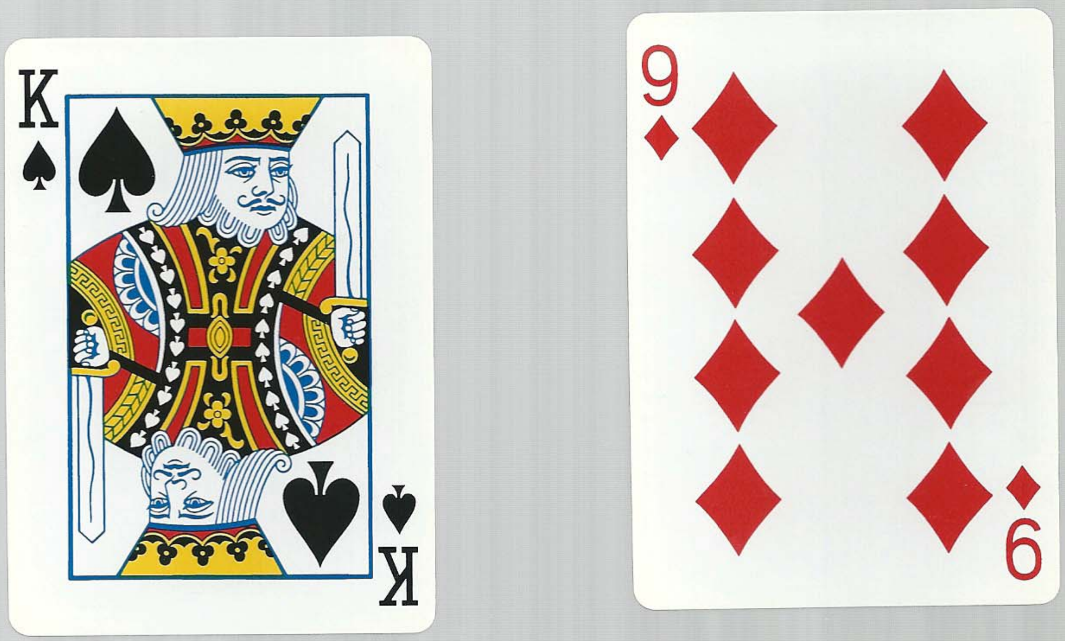
Once the players have approached the doorway, you can read this to them:

> Your pathway has begun to slope upwards. In the gloom of the natural cave, you find another doorway along this passage. There seems to be a puzzle on the wall. Solving it may allow you to entry inside.

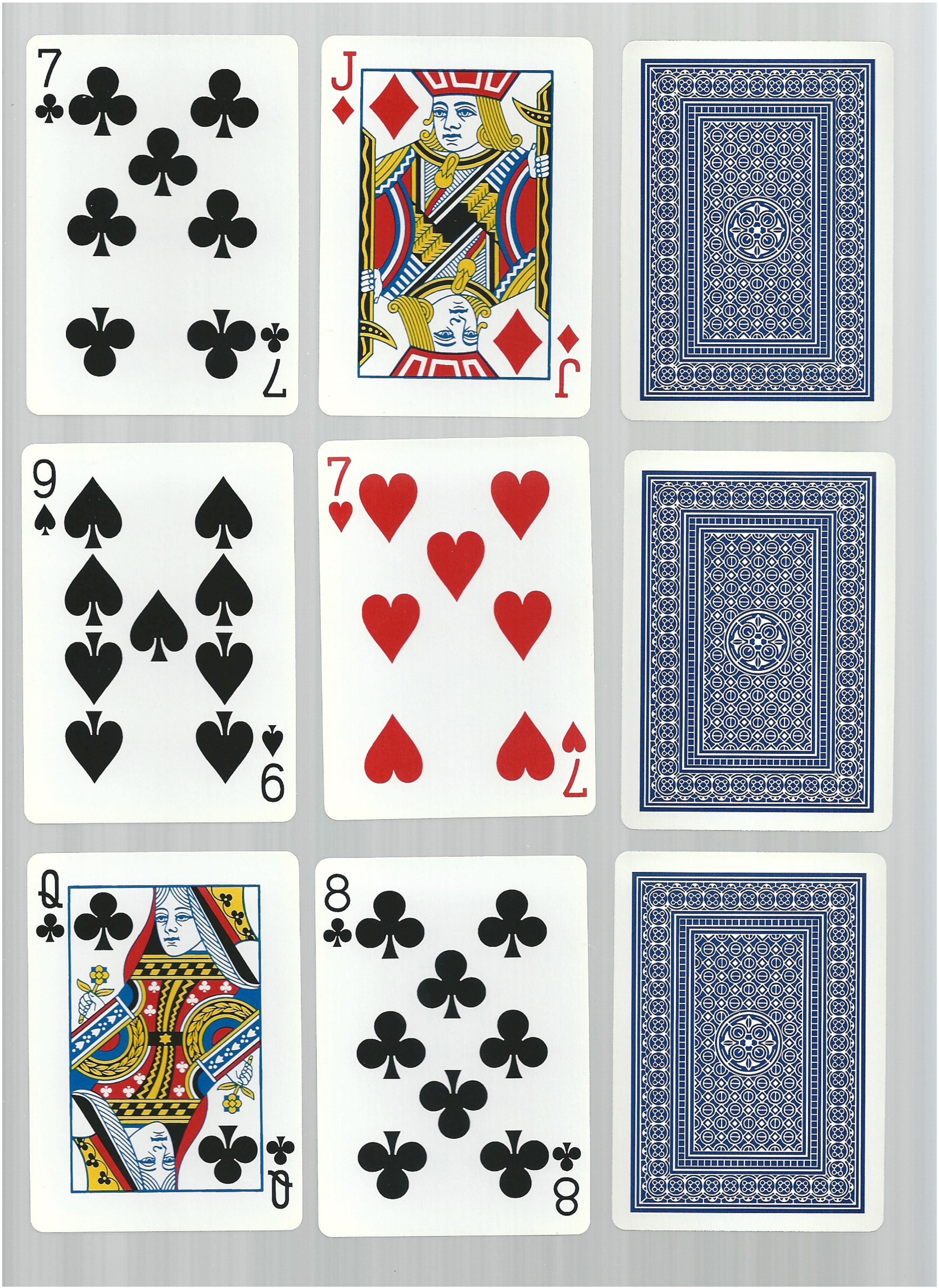
By the door is a puzzle that looks like this:

HERE’S THE DEAL,

TO FIND VICTORY IS TO FIND THE WAY



THIS IS WHAT I HOLD


7
J
9
7
Q
8

On the ground under the puzzle are a set of playing cards to include only one cards of each number: an Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and a King.

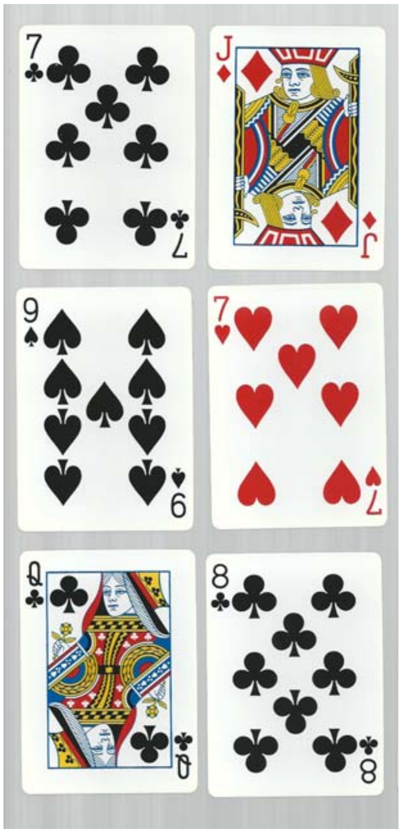
If the players choose the correct card combination, the door opens.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

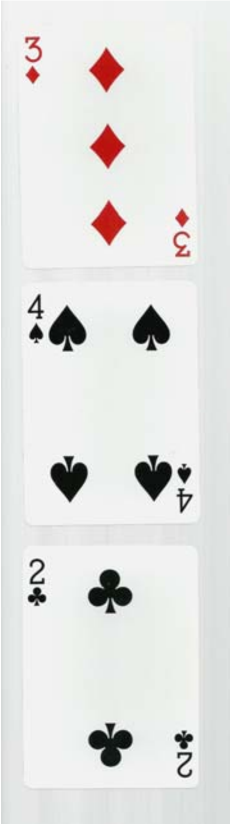
Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*Beat the dealer in blackjack." (*and if players are unfamiliar with the game of blackjack tell them *"An Ace is either 1 or 11, and cards that have a picture are worth 10, but do not go over 21.")*.**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**
Flare:	**No effect.**

The players must place all three cards properly in the puzzle on the empty spots designated by the back of a card. The players need to beat the dealer in each row as in the game blackjack (the dealers hand is a 19, so the player's card combinations in all three columns must add up to 20 or 21). But with only a single card available this allows for only three possible solution sets to the puzzle:

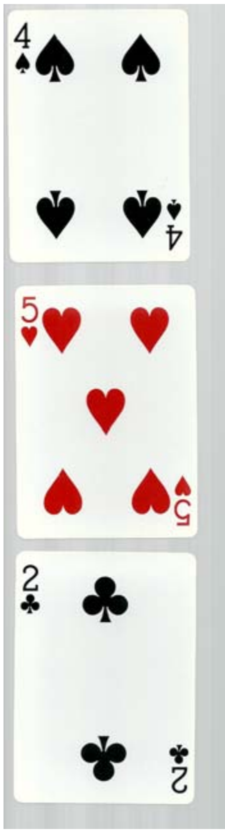
PUZZLE



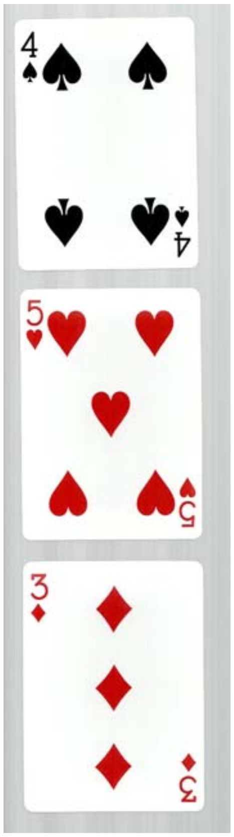
SOLUTION SETS FOR THE THIRD CARD IN EACH ROW



OR



OR



If the players choose the correct card combination, the door opens. If the players choose an incorrect combination, the player placing that card takes 1 hitpoint of damage as they are electrocuted.

MR. SLIGHT OF HAND-TO-HAND

ENCOUNTER #10: THE SECOND ASSASSIN - MR. SLIGHT-OF-HAND-TO-HAND

The players find an underground casino, and also waiting there is an assassin who kills with playing cards!

SETUP: A room to be used as the assassin's hideout. An orange line should be taped to the ground. This indicates a line that the players and the assassin NPC cannot cross during combat (to prevent any actual contact). A second dotted orange line should be placed about 5 yards behind the first orange line. This is the line that the Mr. Slight-of-Hand-to-Hand assassin cannot retreat past, in order to give the players a fair chance at being able to eliminate him.

PROPS: Roll of orange tape, to mark the floor of where the players and NPC can move. A deck of playing cards representing the poisoned bladed cards that the assassin attacks with.

NPCS: One person to play the Mr. Slight-of-Hand-to-Hand assassin.

GM DESCRIPTION (BOX TEXT):

Once the players have entered the area by the back door of the Bad Wolf Pub, you can read this to them:

> You enter what appears to be a fancy parlor room. Something like this should not be found under the ground, but perhaps you are not as deep below the city as you first thought. Around you stand various card tables, a roulette wheel, and other accoutrements used for gambling. It seems that some people come down here to participate in an illegal casino!
>
> Also down here seem to be another villainous rogue. You can see that he is putting some sort of liquid onto the edges of some playing cards...

The players can interact with this person, who is in fact an assassin known as Mr. Slight-of-Hand-to-Hand. The liquid he puts on the playing cards is poison that will harm people on contact. The assassin may announce to the players:

> Well, now it seems you have discovered my means of assassination, as I have placed fast acting poison on these cards. I apologize for this but it appears that I must now kill you!

The Mr. Slight of Hand-to Hand assassin begins to flip playing cards at the players.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana: **No effect.**
Gun: **Does one point of damage when hitting the assassin.**
Psychic Paper: **Reads "*Avoid the deadly cards, and eliminate the assassin.*"**
Sonic Screwdriver: **Does one point of damage when hitting the assassin.**
Flare: **Does one point of damage when hitting the assassin.**

The players that get hit with a playing card will lose 1 hitpoint. The assassin himself has 3 hitpoints and when done, he is eliminated. This is a battle that cannot be avoided.

Also, as the ground slopes upward near the city, these are hidden locations under the city where the rich and powerful go for secret meetings. The threat of the assassins continues to grow...

ENCOUNTER #11: TEA TIME WITH HENRY THE EXPLORER

The players continue on their journey, but Henry the explorer insists that the group has a break for some tea.

SETUP: A hallway representing anyplace in the catacombs.

PROPS: A teapot and 4 teacups, a pocket watch.

NPCS: Henry the Explorer, who should already be with the party again.

GM DESCRIPTION (BOX TEXT):

After the last encounter and on the way to the next, Henry the Explorer should interupt the groups progress by making an announcement, after checking his pocket watch:

> Excuse me everyone. No matter the circumstances there is always time for a moment of civility! It is tea time. Won't you join me in a quick cuppa?

Henry the explorer will sit on the floor and offer three players a cup (and keep one for himself). He then pours the tea, and sips it.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana:	**No effect.**
Gun:	**No effect (lose one use for each attempt).**
Psychic Paper:	**Reads "*Take the opportunity to get revitalized*".**
Sonic Screwdriver:	**No effect (lose one use for each attempt).**
Flare:	**No effect.**

Henry the Explorer is simply choosing a short break for tea. His tea is safe and healthy. Players who choose to join in with Henry the Explorer and drink the tea gain back 1 or 2 hitpoints at the discretion of the Game Master. Those that refuse to drink or move on, get no benefit (even though Henry then quickly catches back up to the group).

ENCOUNTER #12: THE BOAT PUZZLE

The players encounter another logic puzzle needed to unlock the final door.

SETUP: A space outside a doorway.

PROPS: The wording of the puzzle, and the graphic to assist the group.

NPCS: None.

GM DESCRIPTION (BOX TEXT):

Once the players have entered the area by the door, the GM can read this to them:

> Continuing towards the surface, you find the walls are again carved out, but it seems that you are now near the sewers of the city. Apparently, someone has worked to connect the sewers to the catacombs, allowing someone to sneak past the guard near the pavilion where the Congress of Steam will be taking place.
>
> As you come upon a steel door, you find another task that you must overcome in order to gain entry.

A sign near the door says:

> To gain entry here, one must ring the entry bell the correct number of times. Failing to do so will cause you harm. To find the correct number of rings, solve this problem:
>
> You find yourself on the banks of a river, with three things that you must take to the other side to continue your journey. You have a rowboat that can only hold you and a single one of the three items at a time. The three items are a leg of beef, an unarmed yet hungry explorer, and a hungry cannibal which only eats human flesh. You are armed with a weapon, and as long as you are present no one will eat or attack another while you are there. How many trips across the river must you make to ensure that you and the three items continue along the journey without losing any of them? This is the number of rings you must make on the entry bell.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana: **No effect.**
Gun: **No effect (lose one use for each attempt).**
Psychic Paper: **Reads "*You can return across the water with an item you've previously taken across*".**
Sonic Screwdriver: **No effect (lose one use for each attempt).**
Flare: **No effect.**

The entry bell must be rung 7 times for this is the number of trips it would take to get all the items across the river without losing any.

LOGIC:
-- The hungry Explorer will eat the Beef, the Cannibal will eat the unarmed Explorer.
--No one will eat or attack another while you are present.
--Trip #1 - Take the Explorer across the river. The Cannibal will not eat the Beef.
--Trip #2 - return to the starting side.
--Trip #3 - Take the Cannibal (or the Beef) across the river.
--Trip #4 - Return to the starting side taking the Explorer with you again.
--Trip #5 - Take the Beef (or the Cannibal) across the river. The Cannibal will again not eat the Beef.
--Trip #6 - Return to the starting side.
--Trip #7 - Take the explorer back across the river, and you have successfully gotten everyone over the river without losing any of the items.

If the players ring the bell 7 times the door unlocks and swings open and they enter the next chamber without any concern.

If they choose the wrong number, they each take 2 hitpoints of damage in an explosion and screams can be heard above them (Henry the Explorer is unharmed by the having been at the back of the group). The explosion may have even hurt delegates at the congress of steam! If there are survivors, the door to the next area is open as they approach the final encounter...

ENCOUNTER #13: THE THIRD ASSASSIN – THE CANNIBAL KING

The players have a chance to come face-to-face with the mastermind of the assassins, the Cannibal King Azari.

SETUP: A room representing a hidden room under the pavilion where the Congress of Steam is to convene. An orange line should be taped to the ground. This indicates a line that the players and the assassin NPC cannot cross during combat (to prevent any actual contact). (NOTE: In this encounter there is no second dotted orange line placed about 5 yards behind the first orange line which in other areas is the line that the assassins there cannot retreat past.)

PROPS: Roll of orange tape, to mark the floor of where the players and NPC can move**.** 15 blue crumpled pieces of paper representing throwing knives used by the Cannibal King. A Pool Noodle with string attached is used as the Cannibal King's spear.

NPCS: One person to play Azari, the Cannibal King.

GM DESCRIPTION (BOX TEXT):
Once the players have entered the area by the GM reads the following description:

AZARI, THE CANNIBAL KING

> You find yourself in the basement of an ornate building. It is clear that this is the very pavilion that the Congress of Steam is to be taking place very shortly. The room seems filled with explosives, but they have not all been connected to the detonator yet.
>
> In the middle of the room you see the leader of the Cult of the Blue Hand, Azari, the Cannibal King as he eyes you up carefully. It is clear that whatever happens here will determine if there is peace in our time or not. But the Cannibal King has something to say to you...

The Cannibal King can make whatever statement he wants, but his final statement should be:

> [To Henry the Explorer] Now, my minion! Attack and Kill them!

Henry the Explorer should move quickly out of fear (as from his perspective, the Cannibal King has just ordered one of the players to attack him). This may prompt the player to kill Henry by shooting him with a crumpled piece of paper, believing him to be a spy of the Cult of the Blue Hand. If this is the case the Cannibal King's ruse has worked, because Henry the Explorer is innocent, and the Cannibal King has fooled them into killing one of their party.

If the players try to use any of the equipment that they have been given the items of equipment will have the following effects:

Banana: **No effect.**
Gun: **No effect (lose one use for each attempt).**
Psychic Paper: **Reads "*Henry is a friend*".**
Sonic Screwdriver: **No effect (lose one use for each attempt).**
Flare: **Catastrophic failure, as the flare sets off all the explosives in the room causing an explosion that kills everyone as well as all the delegates at the Congress of Steam!**

The final encounter is a straight up battle. The Cannibal King will fight the group until they all perish, or until he dies (and he has 4 hitpoints as he is the final boss). Henry the Explorer, if he has not yet offered the extra ammunition to the players can do so at this time if they are running low. If Henry has been killed, the GM may inform the players that it looks like Henry has extra ammunition near his body.

If the players use a flare in the room, especially as a weapon to shoot Henry or the Cannibal King, the flare will ignite the explosives and set them off. This causes an explosion that kills all the players and the villain and destroys the building and all the delegates at the Congress of Steam! Bullets from guns, or charges from the sonic screwdriver will not have the same dangerous effect in the room, only the flare has such dangerous unavoidable consequences. Likewise, shooting explosives will not set them off.

ENCOUNTER #14: HEROES WITHOUT A FANFARE

The GM can sum up the events for the players if they find themselves victorious or as failures.

SETUP: No special setup, this encounter is read at the end of the battle.

PROPS: Buttons for those who have survived, buttons for those that have died.

NPCS: None.

GM DESCRIPTION (BOX TEXT):

If the players have **failed** in their attempt to stop the Cannibal King, the GM should read the following:

> It seems your whole party has perished. The Cannibal King and the Cult of the Blue Hand continue their plans to spread anarchy throughout the world. If the safety of the Congress of Steam were only up to you, the world has been lost. An explosion is heard underneath the pavilion and the agonizing screams of innocent people can be heard through the streets. You can leave here now, and perhaps in the next day or two see what it might have been like had you been successful here.

If the players have **succeeded** in their attempt to stop the Cannibal King, the GM should read the following:

> It seems that the Cannibal King is dead. The explosives around you are no longer a threat. You have prevented one of the greatest terrorist threats of all time. The Congress of Steam is set to begin shortly, and you can hear the voices of the ever growing number of delegates from around the globe. In the pavilion outside, no one is the wiser to your heroic accomplishments. Go forth knowing that you are heroes who have given the world a chance at peace!

Remember that the players should be sworn to secrecy that they will not tell others about the adventure until the next day, so be sure that the players do not return to the same location where the next group of player might be waiting, as they will want to discuss the fun that they just had.

TESLACON IV LIVING DUNGEON

At TeslaCon IV, the DDWRPG staff had a chance to set up the “Lurking in the Shadows” living dungeon scenario that was just laid out in this issue. The adventure was played on the Thursday of the convention (31 October 2013) and served as a bridge into the plot that enveloped the whole plot of the fully immersive convention. Players who participated had an extra layer of immersion and experience in regards to the convention’s on-going plot.

On the next pages is a full photo by photo walk through of the living dungeon as some of the different groups of players experienced it in an actual game. This will help readers and Game Masters see what the experience might be like. The photos are of various groups, and not all succeeded in each challenge, and not all of the groups successful defeated all of the assassins.

WATCH A FULL WALK THROUGH

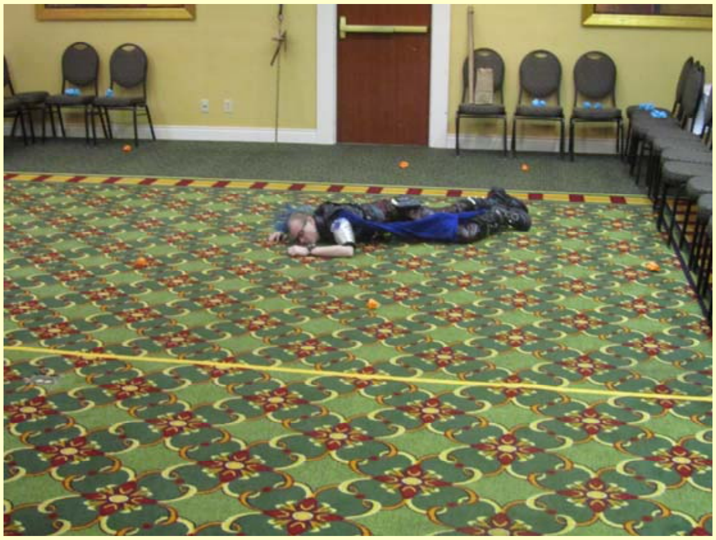
To see a full video of the “Lurking in the Shadows” living dungeon experience one can go on-line and watch the dungeon being played at TeslaCon IV at the following link:

LURKING IN THE SHADOWS - LIVING DUNGEON (TESLACON IV)
https://www.youtube.com/watch?v=_S2hFAmBqms

1) PLAYER BRIEFING - The players are given the initial briefing by the Game Master and the letters from Lord Bobbins sending them on the mission to save the Congress of Steam.

2) THE LOGIC PUZZLE - The players encounter the Automaton robots who guard the door to the catacombs, and pass by logic...

3) THE ACID ASSASSIN ATTACKS - Having entered the room protected by the automatons, the players encounter the Acid Assassin who attacks them!



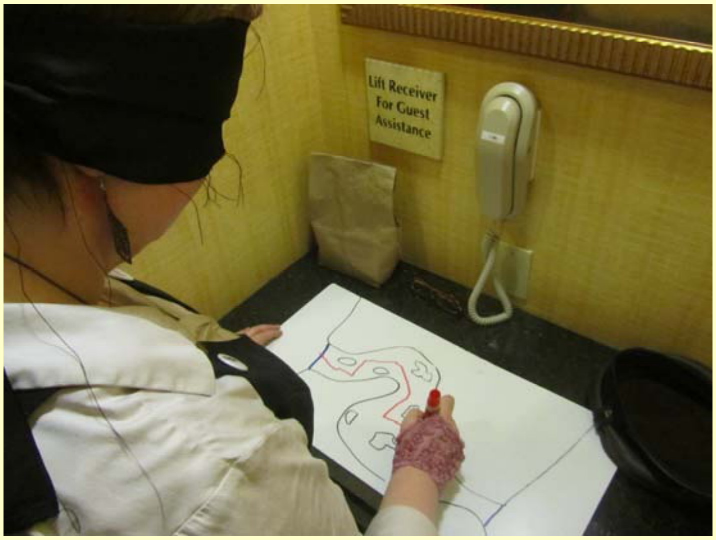
4) DEATH IN A POOL OF ACID - The Acid Assassin is killed, but the players need to figure out how to leave the room...

5) THE VIALS PUZZLE - The players need to figure out which liquid will allow them to escape the room, and read the clue.

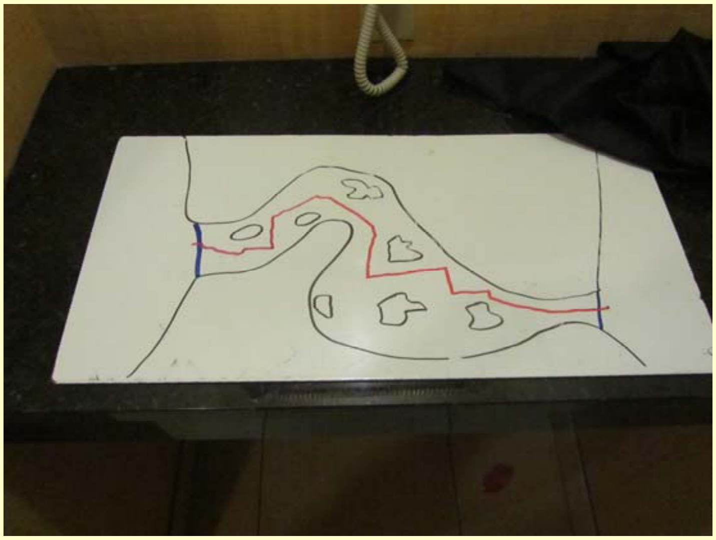
6) THE GRID OF DOOM - A Mysterious grid is found in the catacombs. How can one pass across it safely...

7) CAREFUL CROSSING - Some players jump from square to square to avoid the dangers that the grid might pose to them.

8) THE CHASM ENCOUNTER - The players encounter the chasm and have to pick someone to lead them across.



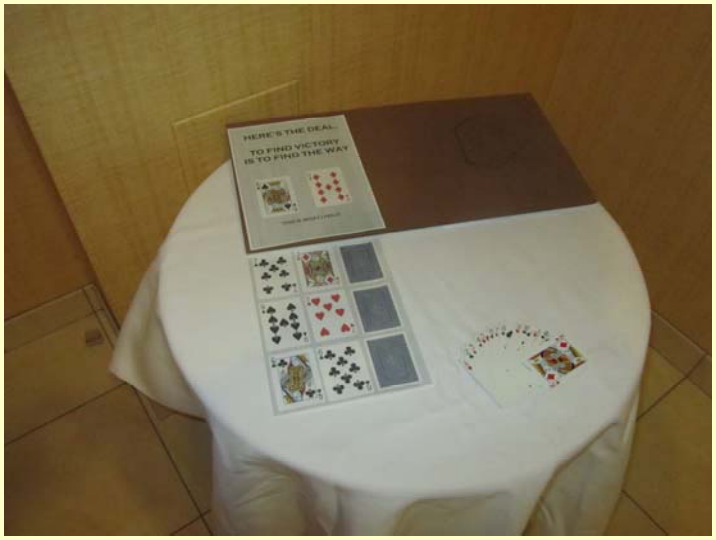
9) DANGEROUS CROSSING - Given instructions by another team member, the blindfolded player draws the groups path across the deadly chasm.



10) RETURN TO SAFETY - The team has made it across the chasm safely and can continue on through the catacombs.

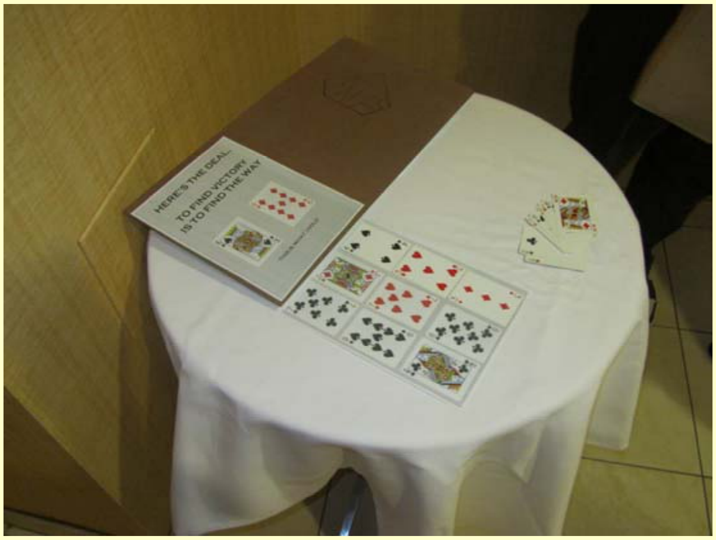
11) WHO IS THIS - The players encounter Henry the Explorer in the catacombs. What is he doing there?

12) ENCOUNTERING THE SWITCHES - With little help from Henry, the group has to figure out the pattern of the switches that helps them move on through the adventure.


HERE'S THE DEAL.
TO FIND VICTORY
IS TO FIND THE WAY

13) CARD PUZZLE - The players encounter a puzzle made of cards that they need to figure out. Can they get the combination

14) DEBATING THE ANSWER - The players wonder if the solution is related to the game of Blackjack or to Texas Hold 'Em...


HERE'S THE DEAL.
TO FIND VICTORY
IS TO FIND THE WAY

15) FINDING THE ANSWER - The players find the correct combination, which lets them through the next door and to face the next challenge.

16) MISTER SLIGHT OF HAND-TO-HAND - The second assassin of the blue hand cult is an expert with deadly poisoned playing cards.

17) THE COMBAT BEGINS - The assassin flicks cards at the players who aim to protect the Congress of Steam.

18) ON TARGET - The players are able to target the assassin and shoot him with their paper guns.

19) THREAT ELIMINATED - The Slight of Hand-to-Hand assassin lies dead, cards scattered about him.

20) THE QUEST CONTINUES - The players continue their journey, but Henry the Explorer has his own idea...

21) TEA TIME! - Henry the Explorer breaks out a mini tea set and offers a warm cuppa to the players.

22) A LITTLE DRINK - Some choose to join Henry for a short tea break, others pass as they distrust the explorer.

23) ONWARD IN THE CATACOMBS - The players continue to move onwards to the next encounter area.

24) ENCOUNTERING THE RIVER PUZZLE - The players find a puzzle that they must beat, figuring out the logic of the river crossing.

25) TRYING THE BUTTON - Player Klinger tries the button after inputting the group answer to the puzzle.

26) THE CANNIBAL KING - The group makes it to face the Cannibal King, leader of the anarchist Cult of the Blue Hand.

27) FACE OFF! - In a room full of Explosives, the lead assassin threatens the whole Congress of Steam!

28) THE INSIDER IDENTIFIED - The Cannibal King orders his minion to attack the other players!

29) IS IT HENRY THE EXPLORER? - The players try to figure out the nature of the assassin's threat.

30) DEATH OF THE CANNIBAL KING - The players attack, and after a valiant battle, the Cannibal King is mortally wounded, and the Congress of Steam is saved!

BEHIND THE SCENES) ASSASSINS AT REST - Between groups, the actors playing the assassins chill out.

BEHIND THE SCENES) THE GM'S OPINION - Bridget our Game Master gives us a "Bridget" (thumbs up) on the event.

BEHIND THE SCENES) READY TO PLAY - Players get ready to start their adventure into the catacombs.

BEHIND THE SCENES) CATCHING UP WITH FRIENDS - The dungeon crew catch up with friends who have played in their on-going *Doctor Who* role-playing game campaign.

BEHIND THE SCENES) TAMELA AND DOMINIC - Looking quite Victorian the pair enjoy the con.

EVENT REPORT: MSOE DOCTOR WHO 50th ANNIVERSARY SCREENING

On Saturday, 23 November 2013 the world would be celebrating the 50th Anniversary of the *Doctor Who* series with the broadcast of the series' special episode called "The Day of the Doctor". Simulcast around the world to 94 countries all at the same time, the event would be the largest television drama event ever seen to this point in history. Though the university quarter had ended the day before and were on break at the Milwaukee School of Engineering, the MAGE science-fiction and gaming club along with the Student Union Board (SUB) programming body sponsored an event for students and university community members to enjoy the event.

Attended by 58 people to include students, alumni, faculty, staff and friends, the screening organized by the students featured many special moments. The highlight of the screening was of course viewing the show's 50th Anniversary story which was met with cheers and clapping. Other events included numerous prize give-aways which includes Blu-Ray *Doctor Who* series box sets, DVDs, sonic screwdriver toys, a TARDIS beach towel, action figures and more. *Doctor Who* games were played after the show to include role-playing games, monopoly, and a play test of the newly minted "The Rory Adventure Game" [which will feature in a future issue of DDWRPG]. The event also featured Jelly Babies for everyone in attendance to enjoy and eat. Games were enjoyed until BBC America rebroadcast "The Day of the Doctor" at which time additional attendees arrived to watched the show with those who had waited to see it again. Overall, it was another amazing day of *Doctor Who* and gaming for all.

THE MSOE YARN ENGINEERS' DOCTOR WHO SCARF LONG ENOUGH FOR TEN

SOCIALIZING BEFORE THE SCREENING

NICK SHOWS OFF THE TARDIS BRACELET THAT MAX MADE FOR HIM

A FULL HOUSE FOR THE SHOW

#DoctorWho50th
BBC AMERICA

THE DAY OF THE DOCTOR UNDERWAY

THE CROWD ENJOYS PRIZES AND GAMES AFTER THE SHOW

PLAYING THE RORY ADVENTURE GAME (Coming to DDWRPG very soon!)

DOCTOR WHO ROLE-PLAYING GAMES WERE ENJOYED AFTER THE SHOW

ANOTHER CROWD FOR THE SPECIAL'S REBROADCAST ON BBC AMERICA

Chicago TARDIS
CHICAGO TARDIS 2013
The Midwest's Premier Doctor Who Event
Nov 29 - Dec 1, 2013
Westin Lombard Yorktown Center
Lombard, IL USA
celebrating 50 years of Doctor Who

EVENT REPORT: CHICAGO TARDIS 2013

photos by Dennis Kytasaari and John Lavalie

If there was one convention most strongly devoted to *Doctor Who* role-playing games it would be the Chicago TARDIS *Doctor Who* convention. Held in 2013 at the Lombard Westin hotel from November 28th through December 1st, the convention this year added a whole track of *Doctor Who* gaming to its already amazing lineup of guests, panels, autograph and photograph sessions. And who better to oversee this gaming? How about the staff and contributors of this very fanzine, who work hard every year as the primary staff of the convention. Here is a look at the amazing *Doctor Who* event that featured a record 2,700 attendees.

Staff members showed up to the convention as early at Wednesday morning to start setting up the stage areas, audio-visual equipment, and video rooms. Thursday was Thanksgiving Day but that did not keep the staff away from their final adjustments or the most eager of fans lining up to get their registration packets that evening before the convention. Attendees who purchased all-access or reserved memberships had the chance to interact and meet the guests early at a special reception on Thursday evening. This was a chance to meet the actors, have some snacks, enjoy a soda, and ease into the fun of the event.

PRE-CON STAFF MEETING

THURSDAY'S REGISTRATION LINE

Most of the staff made sure to meet at the pre-convention staff meeting in which they ironed out rules, policies and procedures that they would be following at their convention. The game room staff took the time to set up the gaming room for the next day, and the crew that covers tech-world made sure to set up all the items that they needed to. Some of the DDWRPG staff would also be working the green room, and making sure to provide hospitality to the convention's primary guests. There was still time for the group to make sure that they got the obligatory TARDIS picture before they went on to finish their work late on Thursday night.

STAFF AT THE THURSDAY RECEPTION

JOHN HELPS SET UP TECHWORLD

Friday morning was the official start of the Chicago TARDIS convention. Attendees started arriving very early in the morning and there was a large line by the time registration opened at 9am in

COLIN BAKER AND PAUL McGANN

STAFF'S OBLIGATORY TARDIS PIC

FRIDAY'S REGISTRATION LINE

ADRIC AND MARA, TOP VOLUNTEERS

K-9 MEETS A YOUNG FAN

the morning. Panels and events began at 10am and the events on the schedule began in earnest. The first event that was held in main programming included a fire up event called "Convention 101" which explained the details of doing a convention for first timers. Hosted by Jennifer Adams-Kelley and Steve Hill, the panel gave the whole event good perspective especially for anyone new to a con. The hallways were soon full of fans, some of whom wore excellent and colorful costumes.

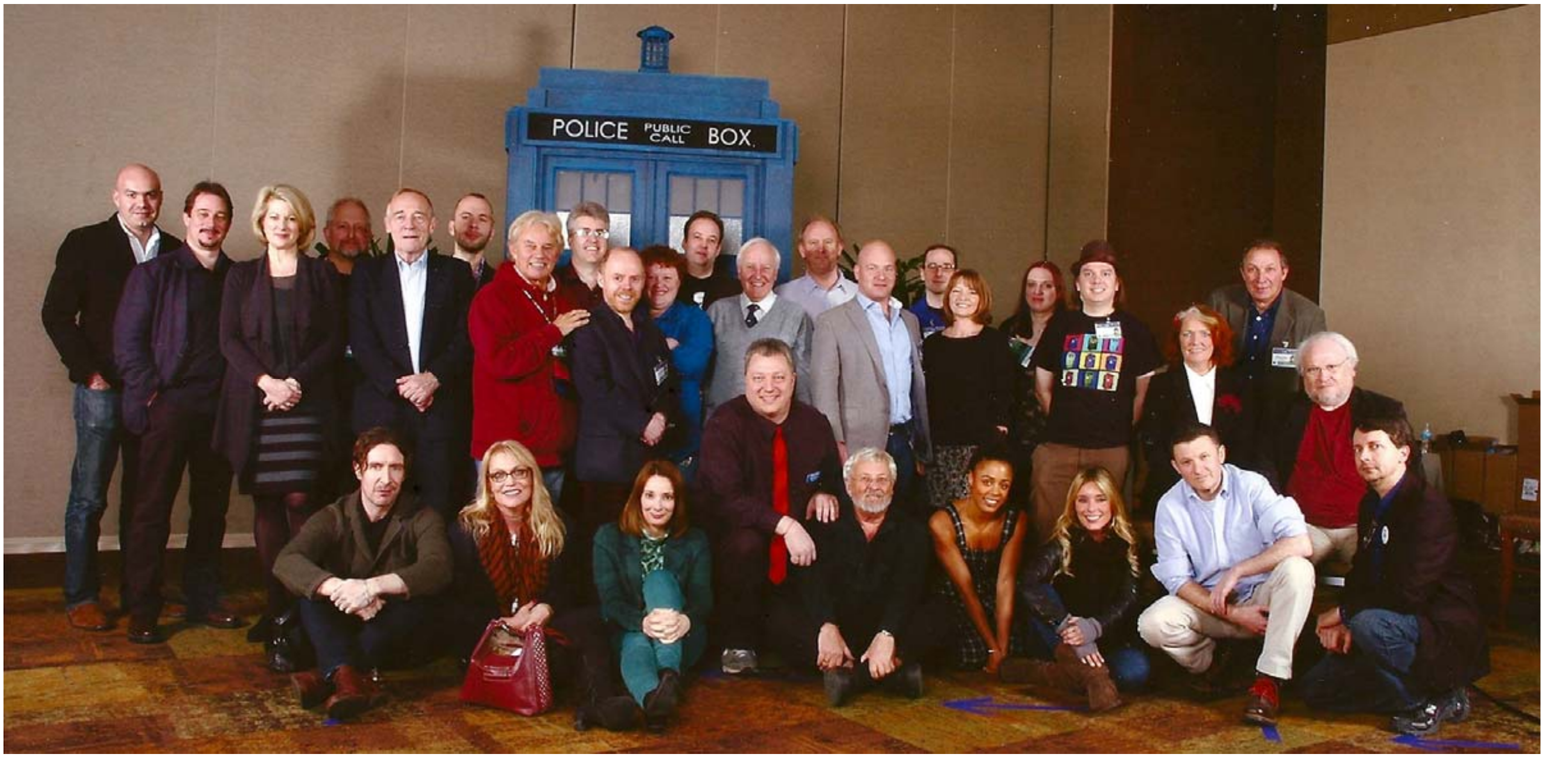
Some of the earliest panels had smaller attendance numbers but as the day continued the numbers grew. A panel featuring Michael Jayston who played the Valeyard in "The Trial of a Time Lord" and Terry Melloy who twice played Davros in the original series featured great anecdotes that the actors had of their time in the series.

A panel on the Doctor Who Big Finish audio adventures started to see an increase in turnout at the panel. Having the producer and some of the Big Finish voice actors talk about their radio-play like adventures brought in fans who have been following the line since the late 1990s. Unfortunately, Nicholas Briggs, who directs many of the audios, as well as voice

PANELS WERE UP AN RUNNING

JENNIFER GIVES A CON-GOING OVERVIEW AT THE FIRE UP

MICHAEL JAYSTON AND TERRY MELLOY



DDWRPG EDITOR NICK WITH MOST OF THE GUESTS AT CHICAGO TARDIS 2013

A BLACK CYBER SCOUT COSTUME

THE BIG FINISH PANEL

THE DEALERS ROOM WAS PACKED

PHOTOS WITH THE COMPANIONS

acts on the series as the voice of the Daleks and the Cybermen, could not attend the convention due to professional commitments. Some fans missed his being there, so hopefully he will return to a future convention.

At mid-day, the dealers room at the convention opened up to a large crowd that waited to go and enjoy the large selection of sci-fi items available for the sale. Products ranged from books, to magazines, to posters, to pins, to toys. With this being the 50th Anniversary of the series there was a significant selection of *Doctor Who* items as the BBC and its licensees took advantage of the shows resurgence and popularity. The dealers room remained one of the busiest locations throughout the convention.

Noon time also saw the autograph and photograph events at the convention begin, where attendees could pay money for an autograph or a photos with a guest (or group of guests). This is always one of the most popular events at the convention with many people making time to enjoy this personal experience. The convention featured a virtual queue to help alleviate some waits, but the sheer number of attendees slowed this process down and caused a few schedule changes. Some attendees complained about the additional cost of autographs and photographs, but compared to other events, the cost at Chicago TARDIS (generally $25 per opportunity) was well below the cost of other media conventions.

Main programming soon filled when Paul McGann took the stage and he was soon joined by Daphne Ashbrook. Having recently acted in the prequel “The Night of the Doctor”, McGann said he loved returning to the role, and added that the reason Dr. Grace Holloway was not mentioned in his farewell speech (he mentioned the names of many of his audio adventure companions) was that the BBC did not have the rights to Grace’s character. The omission of Grace was not accidental versus a legal issue.

At 10am on Friday, the Game Room

DAPHNE ASHBROOK AND PAUL McGANN

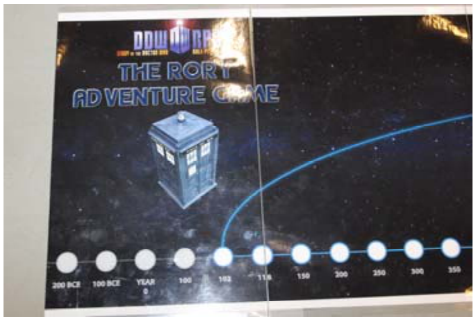
ONE-ON-ONE SESSION WITH LARS

VIRTUAL QUEUE ROOM

NINA TOUSSAINT-WHITE

FANS IN THE LOBBY

PLAYING *THE RORY ADVENTURE GAME*



A LOOK AT OUR UPCOMING GAME...

JOEY RUNS *FIND IT!*

DOCTOR WHO MICRO UNIVERSE GAME

MONOPOLY
GO

DOCTOR WHO MONOPOLY TO PLAY

at the convention opened in full swing as the DDWRPG staffers took to facilitating *Doctor Who* gaming experiences for the attendees that were interested. This turned out to be quite a number of people as over the weekend hundred treked into the room and took the time to either play or observe some of the games going on.

Many *Doctor Who* games were featured, primarily Doctor Who role-playing games. Other games included two games that will be published in future issues of DDWRPG to include *The Rory Adventure Game* and *Find It! Doctor Who Monopoly,*

CHICAGO TARDIS ADVENTURE MODULES

The following *Doctor Who* RPG adventures were run at the convention, some in multiple slots...

"BLINOVITCH SUPER NOVA" (by Neil Riebe) - The players attend a party held by space explorers on 21st Century Earth. Somewhere at the party is a temporal anomaly that the players must find before it destroys Earth! [Coming in a future issue of DDWRPG]

"CHASING AMYZAKRIEL" (by Jack Kessler) - It's a holiday weekend at UNIT Base 36, so relax and catch that escapee from the Shed before the Minister's surprise visit! Players take on a mix of original and bit characters from the show.

"DIME STORE HEROES" (by Jack Kessler) - Space and time go all wibbly-wobbly and suddenly you're on the run from Sontarans, Cybermen, and your time is running out as the clockwork automatons approach. Can you reverse the polarity of the neutron flow in time? Players customize the generic characters from the box set.

"GOD SAVE THE KING" (by Anna Kaas) - The TARDIS travels back in time and is recruited by the Crown to undermine a meeting of political extremists and domestic terrorists.

"TELLECON" (by Allison Haas and Anna Kaas) - The TARDIS crew finds themselves in Future! Chicago, and a mysterious telecommunications signal is making the local populace act a little strangely.

"TERMINUS ALERT!" (by Neil Riebe) - The players are in a race against time to save the Terminus Space Station from being destroyed by saboteurs. [Featured in DDWRPG Issue #18 under the title "Glitz and Dibberz Runaway Bomb"]

FASA and *TIME LORD* DISPLAY

CUBICLE 7 DWAiTS RPG DISPLAY

ADVENTURE MODULE BEING PLAYED

ALLISON RUNS A *DOCTOR WHO* RPG

MAGIC: THE GATHERING CARD GAME

A PANEL ON DOCTOR WHO RPGs

NEIL GIVES AN RPG EXAMPLE

JACK SHOWS OFF SOURCEBOOKS

A GOOD CROWD AT THE PANEL

ALLISON TALKS ABOUT GAMING

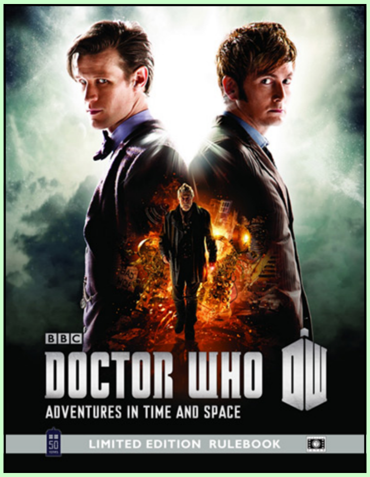
the Doctor Who Card Game, the Doctor Who Micro Universe Game, and few other non-*Doctor Who* games were also available for attendees to enjoy.

At 2pm a panel was held on *Doctor Who* Role-Playing Games that featured DDWRPG staffers Allison Haas, Anna Kaas, Jack Kessler, Neil Riebe, and Nick Seidler. The group covered the various *Doctor Who* RPGs that had been released over the years, and compared and contrasted them to an interested audience of over 50 people. Product updates, including how other Cubicle 7 releases such as *Primeval* and *Rocket Age* are also compatible with the current game, was one of the highlights that were of interest to the attendees. The announcement of a 50th Anniversary DWAiTS rulebook also surprised many people. The staff of DDWRPG led the panel well and also demonstrated the depth of gaming knowledge and experience that the group has.

After the panel, slots of games were played for those who wanted to try the game. Many first-time players were introduced to the joys of RPGs through

DWAITS LIMITED EDITION RULEBOOK ANNOUNCED

Two days before the Chicago TARDIS convention began, Cubicle 7 announced that a special *Doctor Who-Adventures in Time and Space* Limited Edition Rulebook to celebrate *Doctor Who's* 50th Anniversary would be released. The hardcover book is now available for pre-order at their website. Act quickly as it ships in April 2014!



MONOPOLY
DOCTOR WHO

ANNA EXPLAINS THE GAME...

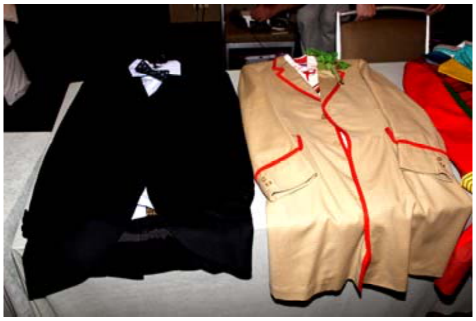
...THEN RUNS ONE FOR THE CROWD

NEIL GAME MASTERS AN ADVENTURE

ALLISON AS THE GM

PLAYING C7's *DOCTOR WHO CARD GAME*

JACK GAME MASTERING



2nd AND 5th DOCTOR COSTUMES

GAME STAFF WITH ORIGINAL COSTUMES

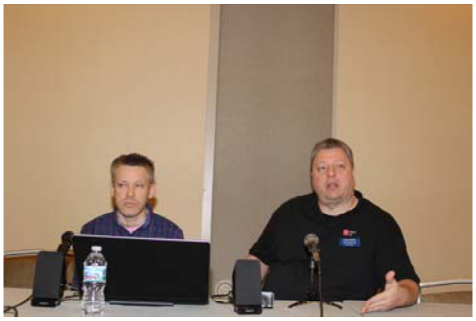
the *Doctor Who* role-playing games that the staff were running. Role-playing games were scheduled through the day on Friday and Saturday and a variety of different scenarios were presented by the Game Masters. The Game Room was not open on Sunday as the space was needed for the brunch event, but had it been there would have been continued interest.

One of the more interesting opportunities for fans at Chicago TARDIS convention was to see some of the original Doctor costumes. Brought to the USA by Andrew Beech, curator of the *Doctor Who Experience*, fans had a chance to see up-close the original costumes worn by the 2nd, 5th, 6th, 8th, and 9th Doctors!

More panels were held through the weekend. One of the more engaging guests was Dan Starkey who is best known for his role as Strax, though he has played numerous Sontarans on the series. Perhaps most delightful was learning that he himself was a fan of the series and that he took a large amount of time to learn the background of the Sontarans themselves so that he could always present his role in an accurate way.

Rob Warnock and Nick Seidler led a panel on music in the *Doctor Who* series.

MORE GREAT PANELS

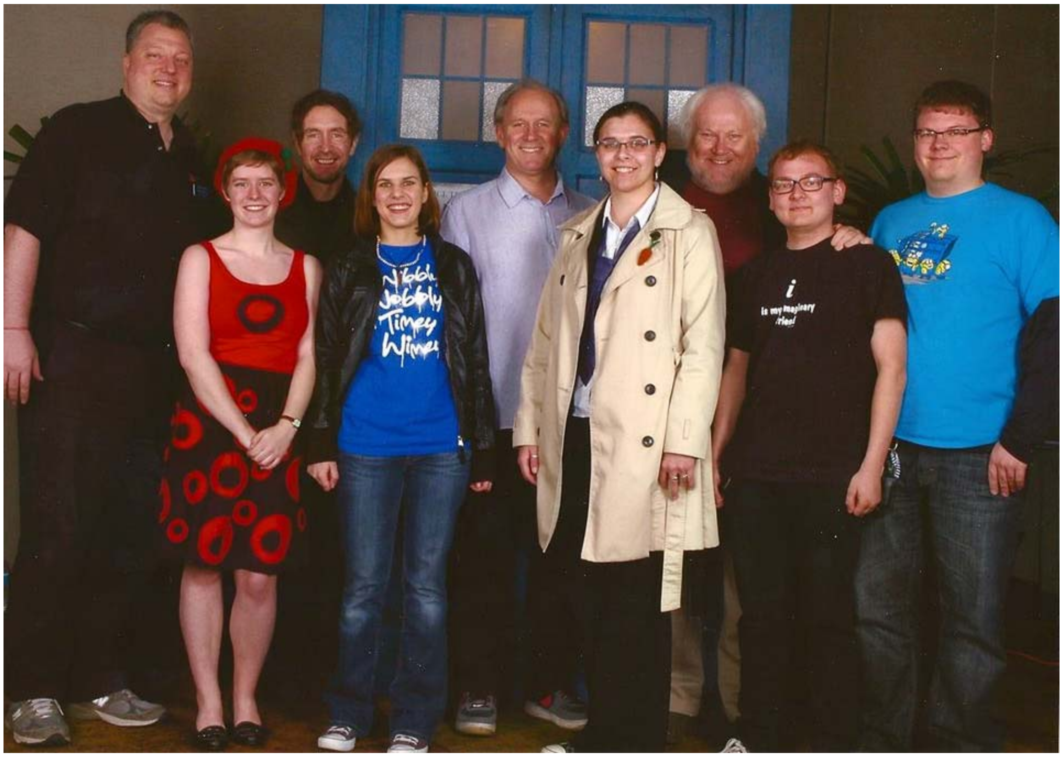


ROB AND NICK TALK ABOUT MUSIC

MUSIC PANEL CROWD

DAN STARKEY TALKS ABOUT STRAX

COMPANIONS SIGNING AUTOGRAPHS



THE THREE DOCTORS WITH NICK, EMILY, ALEX, ANNA, JOHN, AND JOEY

PERFORMING THE THEME AT THE OPENING

STEVE HOSTS "THE POWER OF THREE" GAME

FREEMA AGYEMAN STAFF PHOTO

"LOVE LETTERS" PERFORMERS

SATURDAY'S PACKED HALLWAYS

STEVE AND JENNIFER AT FIRE UP 2

STANDING ROOM ONLY

The pair compose an original variation on the *Doctor Who* theme for each year's convention, which this year was performed at the opening ceremony to clips of every *Doctor Who* story of the past 50 years. To top that, with Rob Warnock taking the lead, the group also composes a CD worth of original *Doctor Who* inspired music which is played through out the weekend giving the convention all original music annually. Due to scheduling and autograph and photograph events running over time, the convention's opening ceremony was short and did not feature introductions of the guests as it has in the past. This was scheduled but occurred because of the large number of attendees.

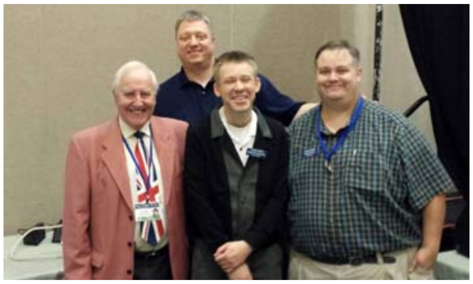
Friday's events ended with Steve Hill hosting the popular original trivia game "The Power of Three" pitting different people's knowledge of the series against one another. After this was an amazing and emotional performance of the two person play *Love Letters* performed by Louise Jameson and Colin Baker. The emotional and humorous play is told by readings of love letters exchanged between a couple. The veteran actors pulled of the triumph of the convention with their heartfelt and believable reading of the A. R. Gurney classic from 1988. There was not a dry eye in the house as they took everyone on a journey of love from youth to death. Events like this are worth the convention's admission alone, and seeing professional actors of this quality perform is a real joy.

Saturday's crowd was the largest of the weekend, as certain events highlighted the activities. Dick Mills gave an overview of the BBC Radiophonic workshop and

NO PERSONAL PHOTOS WITH GUESTS DURING THE AUTOGRAPH

DDWRPG STAFF ENJOY THE CON

RADIOPHONIC WORKSHOP PRESENTATION



TECH CREW WITH DICK MILLS

McGANN BECOMES THE PHOTOGRAPHER

PETER DAVISON AND SARAH SUTTON IN MAIN PROGRAMMING

DALEK THAT OPENS

DUBBERZ IN THE HOUSE OF MADNESS, DDWRPG CONTRIBUTORS ENJOY THE CON

walked through the parts of the *Doctor Who* theme one audio element at a time.

Panels featuring Peter Davison and Sarah Sutton, as well as Colin Baler and Nicola Bryant were favorites of the attendees on Saturday. The Doctor and companion pairings told stories of their time on the series and shared humorous stories about their experiences on set. Each of the actors expressed how unique the series is, in that the actors become part of a special *Doctor Who* "family" that they are

"THE TWO DOCTORS" PHOTO SHOOT BEING ENJOYED BY GLENN

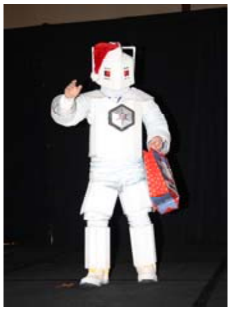
COLIN BAKER AND NICOLA BRYANT TALK ABOUT THEIR ERA

BACKSTAGE BEFORE THE MASQUERADE

THE LITERAL “MASTER” OF CEREMONIES

TECH-WORLD WATCHES THE EVENT

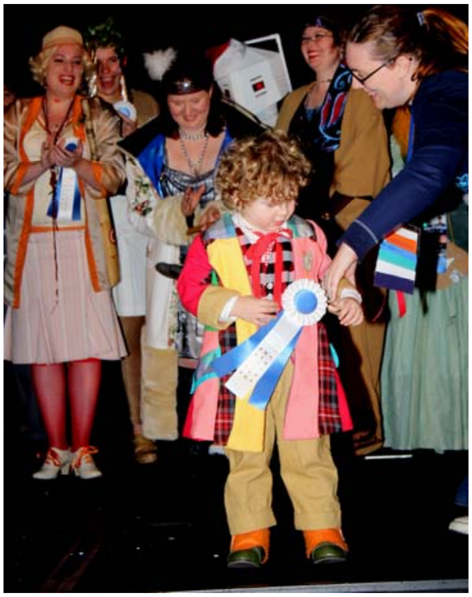
WHO-PROV SHOW



a part of and even make friends among themselves due to their shared experiences. The actors echoed the fact that interest continues in their work decades after their involvement was both surprising and wonderful. This year’s convention featured guests that appeared in the eras of the 2nd, 4th, 5th, 6th, 7th, 8th, 10th and 11th Doctors—giving an accurate and wide-ranging overview of what it was like to work on over 5 decades of the series.

Saturday evening featured the ever popular masquerade event. Many elaborate and interesting costumes were presented. A white robot throwing out “missing episode” tins was greeted with cheers, while an accurate War Doctor costume got a strong round of applause (especially considering the episode “The Day of the Doctor” had only aired one week before the costume contest). DDWRPG staffer Jack Kessler and his wife (and her amazing costuming talents) were recognized for their mastercraft work of costumes of Kassia and Tremas from “The Keeper of Traken”. Perhaps most adorable was a young child in a 6th Doctor costume which won the hearts of the crowd.

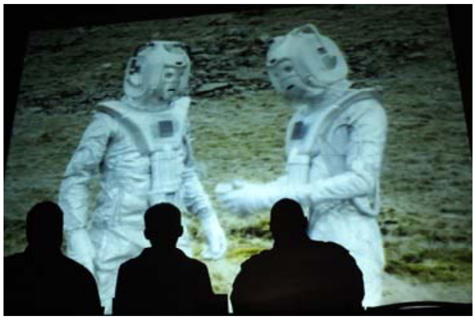
The evening began to come to a close with a Mysterious Theater 337 riff-trax style performance that put “The Five Doctors (Special Edition)” directly in the crosshairs. The show tickled the funny



MINIATURE 6th DOCTOR WINS

MYSTERIOUS • THEATRE
337
THE FIVE DOCTORS
SPECIAL EDITION

MYSTERIOUS THEATER 337...



...RIFFING ON “THE FIVE DOCTORS”

AFTER MT337 THE CAST DO A TALK BACK

MASQUERADE COSTUMES

BRITROCK AND KARAOKE PARTY

SUNDAY BRUNCH

BRUNCH TABLE WITH PAUL McGANN

NICOLA BRYANT WITH EMILY

CRAFTING PANEL

bone of attendees while celebrating the series at the same time. Saturday's activities ended with the Britrock party and Karaoke event. Room parties abounded, as well as people enjoying the socializing that is always found at LobbyCon.

Sunday saw attendance numbers drop which made it easier for most to experience the many elements of the convention. A brunch giving con-goers who has signed up and paid for the event a chance meet the guests one on one and enjoy a meal became a special event for those that participated. Peter Davison left the brunch early to present to the attendees in main programming a live audio commentary. He explained the background on his 50th Anniversary *Doctor Who* comedy "The Five Doctors (ish) Reboot" much to the delight of the crowd. Other events included a crafting panel as well as numerous author talks such as Graham Burke and Robert Smith? speaking about their latest book "Who's 50.

One of the most enjoyable surprises of the convention came as the five companions thrilled the audience with an unexpected rendition of the "12 Days of (Whovian Christmas". The crowd clapped and laughed (especially to the refrain of "5 lost stories!") and the song was a treat for

PETER DAVISON'S LIVE COMMENTARY ON "THE FIVE DOCTORS (-ISH) REBOOT"

GRAHAM AND ROBERT'S "WHO'S 50"

SURPRISE SONG AS...

...THE COMPANIONS SING THE "12 DAYS OF (WHOVIAN) CHRISTMAS"

MORE EXCITING PANELS

FEMALE FANDOM DISCUSSION

FREEMA ENJOYS THE CON

all who caught it. This started an amazing set of panels that were on-stage in main programming on Sunday.

The companions panel, was shortly followed by Freema Agyeman talking about her time on the series as the 10th Doctor's companion Martha Jones. Having a new series main guest was a treat for the convention. It was especially endearing to hear Freema answer questions about the series. As this was only her second or so convention, her answers were candid and she often had to think about her answers rather than having a standard response. Her affection and love for the show as the "big break" in her career, was obvious and she made it quite clear that being associated with the series is something that she treasures.

Sunday's highlight was the three Doctors panel when Peter Davison, Colin Baker, and Paul McGann all appeared on stage together! The three lead actors all talked about their time on the series and made a point of theatrically huffing and puffing if a question was directed at a particular Doctor rather than all of them. The panel gave many insights to the creative process and also the effect that the role has had on each actor. Like may of Sun-

DALEK TEAM PHOTO

NEW SERIES GUEST STAR PANEL

THREE DOCTORS PANEL

DOCTORS FIVE, SIX, AND EIGHT ON STAGE TOGETHER

THE GUESTS THANK THE TECH CREW AND THE CONVENTION STAFF

JENNIFER AT CLOSING CEREMONIES

THE WRITERS BID FAREWELL

KIND WORDS FROM THE GUESTS

day's panels their time on stage ended to a standing ovation on behalf of the delighted and happy crowd.

Shortly after the Doctor's departure, the convention found itself coming to a close. The closing ceremonies welcomed back to the stage many of the guests who had made the gathering so memorable. Some guests, such as the three Doctors and Freema Agyeman, missed this event due to the flights that they needed to catch in order to return home. However, there were plenty of moments that the crowd shared. Tony Lee, the comic book writer, wished the convention well as he announced it would be some time before he returned again (as IDW's contract with the BBC for comic books has come to an end). Guests like him took turns wishing the attendees well and thanking the audience for such a warm and welcoming atmosphere. With the primary companions wrapping up the event and bid everyone a farewell the Chicago TARDIS 2013 convention officially wrapped up.

For the convention staff there were still a number of responsibilities left as everyone pitched in to help clean up the

THE COMPANIONS SAY GOODBYE

A FEW LAUGHS AT CLOSING CEREMONIES

THE CONVENTION OFFICIALLY ENDS

BACKSTAGE AS THE CON ENDS

VOLUNTEER PARTY AFTER THE CON

GUESTS THANK THE STAFF IN PERSON

KIND WORDS ON THE CON'S SUCCESS

BEST WISHES UNTIL NEXT YEAR

various elements of the event. The staff and crew quickly tore down the main programming, video, and panels rooms to get as much cleanup done before the staff and volunteer party at the end of the convention.

On Sunday evening, the staff of the convention gathered to unwind at the pizza party held in their honor. Numerous guests such as Daphne Ashbrook, Nicola Bryant, Frasier Hines, Michael Jayston, and Dan Starkey stopped by to thank the convention team for their hard work and a well orchestrated event. Such kind words and positive exchange of the admiration of hard work and effort motivated the convention staff to look forward to another year.

The event came to a close for our staff with the traditional annual game of Who, Lose or Draw. This year Michael Jayston and Dick Mills joined the game as the players tried to figure out what *Doctor Who*-related topic was being described using only pictograms. Laughter and a good game ended the convention on a high note for our staff. Chicago TARDIS 2013 can count itself as the most successful event for the convention so far.

DDWRPG CHICAGO TARDIS STAFF ACKNOWLEDGMENTS

A special thanks to the following DDWRPG staff members who volunteered and worked hard to make the Chicago TARDIS *Doctor Who* convention the success that it was and who helped with our reporting of the event:

Jennifer Adams Kelley, Bryan Baumann, Joey Dusel, Alex Fuerst, Eric Fettig, Allison Haas, Steve Hill, Anna Kaas, Jack Kessler, Bob Kohlmetz, Jon Kuderer, Dennis Kytasaari, Jeff Miller, Mike Olson, Neil Riebe, Emily Savela, Steve Schwai, Nick Seidler, Ruth Ann Stern, Al Sumner Jr., and Rob Warnock.

And an additional thank you to the many other con staff, volunteers, and helpers that made the convention a success.

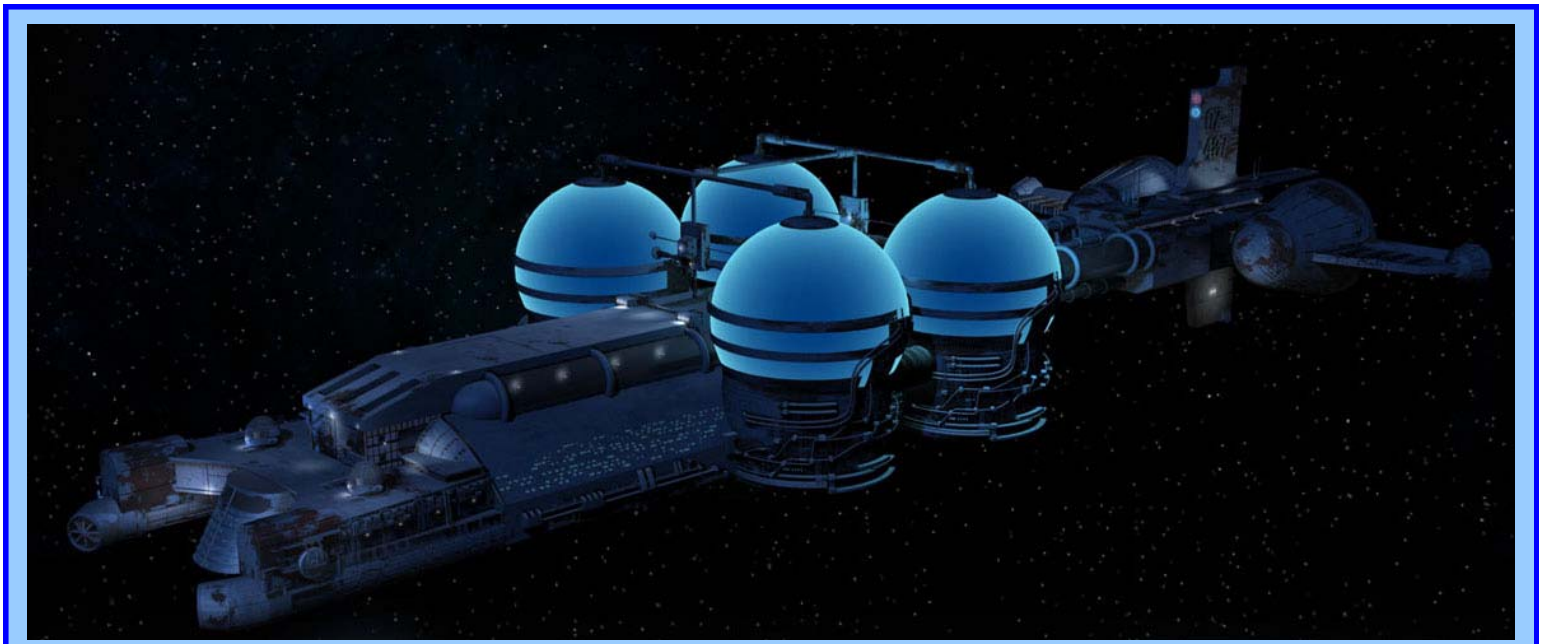
ANNUAL GAME OF WHO, LOSE OR DRAW

MICHAEL JAYSTON JOINS THE GAME

DICK MILLS TRIES TO FIGURE OUT A CLUE

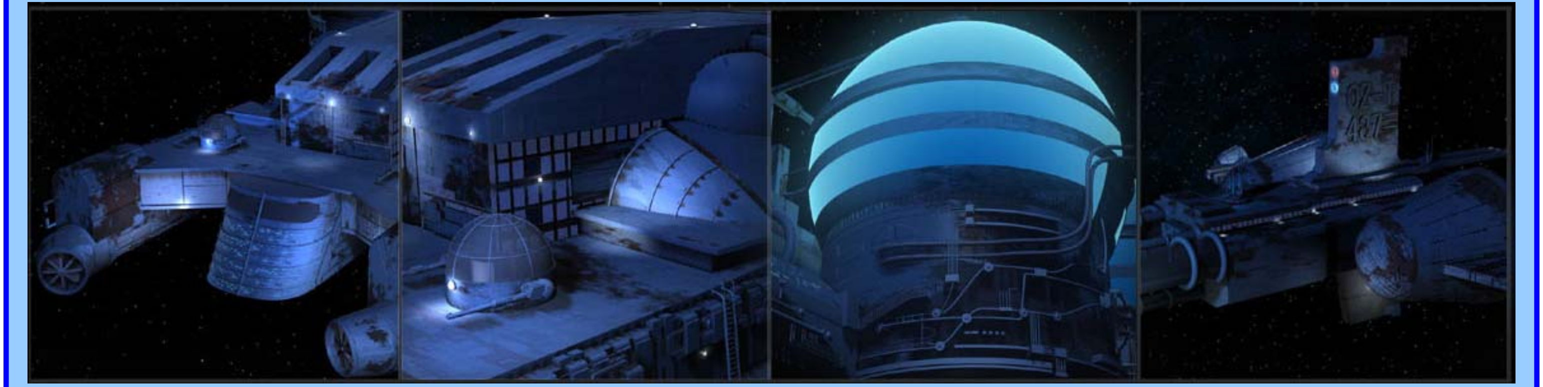
DICK TRIES HIS HAND AT DRAWING

ENDING THE NIGHT WITH A CLUE



LOCATIONS GAZETTEER: DERELICT SHIP OZ-T 437

Drifting in deep space in the void wastes near vector A-24 in an alien spacecraft of unknown origin. This spacecraft is labeled on its rear tail section as “OZ-T 437”. There are no other markings on the vessel whatsoever that might give an idea of the vessel’s origin. Inside the vessel all markings are in an unidentifiable language (that the TARDIS can translate) but the ship’s logs have been wiped and there in no information on how the vessel got to its present location or what caused it to be abandoned. There are a number of escape pods on the vessel, able to hold the complement of 300 crewmembers that the ship could accommodate, but none of them have been launched. The ship itself has four large glowing nucleo-ion power plants. All of them are in working order. While the ship seems to be more of an exploration vessel, it does have four gun turrets that could be used for general ship’s defense. A good investigation of the turrets and the state of the mechanics and one will realize that the gun turrets have never been fired. All systems aboard the ship are working perfectly, and there are no signs of a struggle aboard the vessel. Those encountering the ship have to deal with the its associated mystery.



DERELICT SHIP OZ-T 437 ADVENTURE SEEDS

The following are a few adventure seeds that fit the setting of Derelict Ship OZ-T 437.

● Landing on the ship, the TARDIS crew discover that there is a breeding colony of Wirrn aboard the vessel. The Wirrn have programmed the ship to restart its engines and head towards a populated planet. The ship fires up and the players have to race against the clock to stop the vessel as it speeds towards civilization.

● After the TARDIS lands, two other spacecraft find the OZT 437. One group is a salvage team that want the ship’s bounty. The second group is an archeology team looking to discover the ship’s mysteries. The two groups fall into conflict, before the archeologists discover that the ship is not actually abandoned. It turns out

(continued next page)

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that the aliens that once lived on the vessel still do, and that they have evolved into energy creatures. The ship's engines serve a dual purpose, in that the creatures go to the engines to hibernate over long journeys. As the energy creatures awake, the salvage team started to tear up the ship and claim it for themselves as a salvage find. The energy creatures see this as a direct attack and start taking defensive action. The TARDIS crew have to sort out the situation and help all three sides find a peaceful middle ground.

● The derelict spacecraft navigates its way through various well travelled space lanes. As it is unmanned it becomes a dangerous vessel as it cuts off other ships in the lanes. A call goes out to investigate the dangerous craft, and the TARDIS crew respond to the request. Onboard, the crew discover that the ship's navigation system is preset and is continuing to follow its originally programmed course which takes it in an out of the current space lanes numerous times. The ship has been making this trip for the past 500 years on autopilot. But now that the crew are on board, it is discovered that the ship itself is about to make a jump into the heaviest of used space lanes including the location of where a major space station is now located. The players in a race against the clock to prevent the ship's jump into danger. But another complication occurs, just as the players are working to stop the ship, the vessel's anti-piracy systems are activated. The ship will try to isolate the borders by locking down doors, decompressing certain compartments, and perhaps even activating robots or weapons systems to repel the intruders. The players must help stop the very ship that is trying to kill them.

● The derelict vessel finds itself immobilized directly on a border between two space empires. The players arrive on the ship just as it is being hailed by both sides. Each group sends a negotiation party to the ship, believing the characters to be the ship's owners. At first, each of the representatives of the empire assume that the ship belongs to the characters and accuses the others of violating their borders. Eventually, both sides discover that the vessel has advanced technology on it (nucleo-ion power drives, advanced weaponry). The two empires both try to convince the players to sell them their technology, or if finding out the ship does not belong to them may try to take it by force. In short the players find themselves at ground zero of a border dispute in which the technology on the vessel can tip the balance of power to one empire or the other.

● Landing on OZ-T 437, the players discover than on board its holds are two (a male and a female) of many different kinds of alien species (including sentient species such as humans and Draconians). The ship seems to be some sort of arc. In reality, the ship's previous inhabitants were collecting specimens for their planet's zoo. The characters need to save the appropriate sentient species. However, unknown to them, the ship's original inhabitants are also in stasis aboard the craft, and will want to maintain their cargo. Complicating this is the fact that the original owners are also shapeshifters. The crew must rescue the people they can, while avoiding or stopping the shapeshifters from imprisoning the sentient species.

ADVENTURE MODULE: CODENAME 'QUANIK'

by Steven Dieter and Nick Seidler

"Codename 'Quanik' " is a Doctor Who *adventure module set on the planet Earth in 2014CE. The player characters find themselves on a train caught in a snowstorm and discover that someone is after a passenger. This adventure module can be run with either the Eleventh Doctor and Clara or another group of time travelling characters.*

The player's TARDIS materializes on a passenger train that is making its way across Canada between Toronto to Ottawa. Outside the windows of the train, it can be seen that there is a building snowstorm outside. Characters who have the wherewithal to check any real-time weather report will discover that the snow is not predicted and nearby areas are unaffected.

The players have a chance to explore the train itself. Heading towards the front will take them to the first class cars, while moving toward the back of the train will take the group to standard passenger cars as well as a transport carriage (that contains some shipping containers). If the players explore the back of the train, one of the players will get a text message sent from a member of UNIT. It requests help at this location and says help is needed in the dining car. Any attempt to reply to the message goes unanswered. Either by heading towards the front of the train, or after getting the message, hopefully the players will take in the amenities of the first class areas, which in this run include a dining car and a lounge. When first heading that direction, the players will encounter a train steward, who will ask for their ticket if heading up towards first class. Once the players have figured out how to get past this concern, they discover the developing threat at hand.

Making their way to first class and the dining cabin, they start to find that the people in the dining car are acting ill and passing out. Among the catered food, still being warmed by sterno heaters, are passengers that falling unconscious. The situation is rather serious, and some people seem to have slowing heart rates and dangerously low blood pressures. The crew members must step up and help rescue the people who have been affected and are in danger. There are also five UNIT soldiers on the train car that are gravely ill. One of those who is affected is Brigadier General C. G. I. Coupland. Judging by the insignia on his shoulder he is a Canadian member of UNIT. Next to BG Coupland is a cell phone (and if the players received a text asking for UNIT help, it was sent by him). He is on the edge of consciousness, and simply tells the group "the food".

If the players investigate the food that those have eaten in the first class dining car, they discover that it has been laced with an alien compound that causes illness and unconsciousness. Due to some of the chemicals in the compound the players can determine that it is not of earthly origin and that some alien influence is involved. An exact source cannot be assessed, though characters looking for technology or robots may discover small nanobots at the method of delivery for the poison. Just as the players are checking the food, a young woman in civilian clothing enters that cabin, and seeing what is going on steps up to help. She identifies herself as Beth House, a cadet at the Royal Military College of Canada who is returning to school after the holiday break. Seeing the UNIT soldiers she quickly checks on them as she reports to the players that she came up front to get help after the train attendant (who also ate food) passed out in the standard passenger cabin (after the players passed him).

Beth helps identify the general to players and lets them know that BG Coupland is an important member of UNIT who oversees their Cyber-Command. If someone wants to invade Earth, they could get the security codes from him to disable UNIT's command and control system as well as the satellite warning network that helps protect the planet! Beth will explain that the train is on its way to Kingston (halfway between Toronto and Ottawa). This must be the destination for the commander and the UNIT troops as Kingston is the home to the Canadian Forces School of Communications and Electronics. It is also home to the Royal Military College of Canada and the 1st Division of the Canadian army. Unknown to Beth it is also the classified location of the home of Canada's Joint Task Force 2 special operations unit which is hosting UNIT's operations in Canada.

Outside, the snow has gotten much worse and the engineer is slowing the train down for safety. With the snow and wind being almost blinding, the train slows to a crawl. Players who also check any communications devices will notice that all systems are jammed. Not long afterwards, the train loses power and everyone finds themselves in the darkness. The train has stalled in the middle of the snowstorm a fair distance from its last station and with no obvious civilization nearby.

The player characters must first deal with the panic of the passengers in the standard cabins. With the train not moving and thrust into darkness, as well as the heaters no longer working, the passengers are tense and could overreact complicating the situation at hand. OCdt Elizabeth House is willing to help with this if ordered to, but she will be sure to first assist the UNIT soldiers. The first class passengers cannot be quickly revived so she will assist the players in keeping calm as much as she can. But this becomes more difficult soon after…

In the darkness two large hulking shapes lumber towards the train. The players can make rolls to notice

IMPORTANT NPCS

Brigadier General
C. G. I. (Corel George Ingersoll) Coupland

This Canadian general is head of UNIT's Cyber-Command. He oversees electronic communications and security including for the network of satellites that help warn Earth of any alien incursion. His family made money in software and gave him a head start in computer security. The "Corel" name (which he despises) is a condition of a marriage contract — include the name or lose the family fortune. In turn, he goes by his initials "C.G.I." or "George" when necessary. He is smart and cautious. With an extensive computer programming background he first gained the attention of his UNIT superiors when he assisted with the code breaking of an alien transmission. He has been attached to UNIT from the Canadian Air Force for the past six years.

Officer Cadet
Elizabeth "Beth" House

A fourth-year cadet at the Royal Military College of Canada (RMC) in Kingston, she is returning home from her holiday break and happens to be on the train. Beth is saavy and smart. She is more motivated and willing to step forward to act on the side of justice than most people her age. Beth is an up and coming soon-to-be officer. Her summer posting had been with the SkyHawks' parachute team giving her some limited airborne jump experience. During the adventure she will have enough awareness to realize that she must help and protect BG Coupland. She will quick to realize the characters are allies. Her actions in the adventure might catch the eye of UNIT and get her a special posting there after her commissioning as an officer.

this themselves, otherwise passengers will notice and scream as large hulking figures make their way towards the train. As the creatures reach the train, they pull the doors off with their amazing strength and enter the train.

The two figures that are making their way onto the train are Ice Warriors. The two Martian soldiers are a pair of scouts that have been sent to see if the Earth's defenses can be breached so that an Ice Warrior invasion can take place if their high command determines that an invasion would be strategic and useful. The scouts have spent the past three months monitoring Earth's satellite warning system and defense capabilities. They have determined that if they can capture BG Coupland that they can disable the warning system allowing the Ice Warriors to invade Earth if they so choose. The Ice Warriors' spacecraft is landed nearby, and they are using an atmospheric manipulator to cause the snowstorm itself (hence the storm's localized effect). The Ice Warriors were able to poison the food with a strong sedative that incapacitated the passengers who ate in first class (delivered through nearly invisible cybernetic drone nanobots). The monsters also used an electromagnetic pulse to disable the lights and the power. However, now that they left their spacecraft, they are unable to use the EMP device again (allowing the characters to restore power at the engine if they take such an action).

The Ice Warriors want to capture general Coupland and get the cyber security codes to the satellite system from him. They have no problem killing or harming anyone in the course of their mission. They are armed with sonic blasters and can also manipulate the weather (which they can do via their wrist unit). As the Ice Warriors board the train, this causes chaos as the armored beasts go through the cars searching for commander Coupland.

It is up to the characters to keep Coupland safe and to protect the Earth. A few methods that can be used to defeat the Ice Warriors. Two of the incapacitated UNIT soldiers have pistols on them which can be used as weapons. Beth will be quick to discover this as a resource and let the characters know if they have not discovered the fact. The pistols though will only be marginally effective against the heavily armored Ice Warriors. As heat can harm or incapacitate the Martians, other solutions include using the sterno chemical heaters at the food buffet of the dining car as hastily improvised grenades or napalm bombs that can be lit afire. Restarting the engine of the train will power electrical wires and other heat producing elements can be used to subdue the invaders. Given an advanced technological device such as a sonic screwdriver (or a laptop or smartphone), the Ice Warrior's own nanobots can also be reprogrammed to attack them and deliver the very chemicals used to incapacitate the people through the food.

This players only need to incapacitate the Ice Warriors. Once done, they will be able to radio for more UNIT soldiers for backup. As a cadet, Beth will step up and shine, showing that she is top notch officer material, and with smarts and skills to boot. She will act with valor and vigorously support the characters. Her actions may be enough for her to catch the eye of the UNIT command and might get her a coveted UNIT posting after she gets her commission. BG Coupland will recognize the crew's heroism and invite the characters to a special dinner with their UNIT friends in Canada before setting of in the TARDIS again. The UNIT file on the mission is labeled "Codename Quanik".

Quanik is the Inuit term for "falling snow" which refers to the plan of the Ice Warriors to crash and disable the Earth's satellite network, the weather, and UNIT's response in taking down the Ice Warriors and stopping their plan.

NPC FEATURE: KARKSON

by Pete Murphy

Presented as part of our Non-Player Character feature this month is Korkson, a young man who is always looking to have a bit of a good time.

KARKSON

	STR	END	DEX	CHA	MNT	INT
Level	IV	V	V	IV	V	V
Score	10	19	15	10	15	15

MAX OP END 38	**WOUND HEAL** 5	**INACT SAVE** 12 LEVEL III
CURR OP END 38	**FATIGUE HEAL** 5	**UNC THRESH** 6 LEVEL II

Special Abilities: None

Combat Statistics: AP: 9

Unarmed Combat - Brawling - V

Skills - Level

Administration - V
Carousing - V
Climbing - VI
Construction - IV
Gambling - VI
Gaming - VI
Public Performance - V
Sports - Hoverboard - VI
Streetwise - VI
Vehicles Operation - Ground - VI
Verbal interaction - Haggling - VI
Verbal Interaction - Negotiation/Diplomacy - VI

If using the *Time Lord* RPG:

	STR	CONT	SIZE	WEIGHT	MOVE	KNOW	DET	AWAR
LEVEL	3	4	3	4	3	4	4	4

Skills - Level

Acting [Awar] - 2
Bargaining [Awar] - 3
Brawling [Con] - 2
Bureaucracy [Awar] - 2
Driving [Move] - 3
Fisticuffs [Con] - 2
Gambling [Awar] - 3
Hoverboard [Con] - 3
McGuffin [Know] - 2
Mechanics [Know] - 2
Singing [Awar] - 2

KARKSON IN A BIT MORE TROUBLE THAN EXPECTED WHILE AT THE SOUTH POLE

If using the *Doctor Who-Adventures in Time and Space* RPG:

	AWARENESS	COORDINATION	INGENUITY	PRESENCE	RESOLVE	STRENGTH
LEVEL	4	4	4	3	4	3

Skills - Level

Athletics	- 3	Knowledge	- 0	Subterfuge	- 0
Convince	- 3	Marksman	- 0	Survival	- 0
Craft	- 2	Medicine	- 0	Technology	- 0
Fighting	- 3	Science	- 0	Transport	- 3

Appearance:

Race:	Human (Earth)
Sex:	Male
Height:	Tall
Build:	Slim
Looks:	Average
Apparent Age:	Young Adult
Actual Age:	26

Recognition Handle: Karkson is tall and slim and often has a sneer on his face.

KARKSON AS HE LOOKS EVERYDAY

Brief Personal History

Karkson was born into a rich family and so has had nothing to work for. He has never worked and done the basic minimum at school.

Personality

Motivations/desires/goals: Karkson is out for himself, he wants a good time all the time. As long as he is not bothered by anybody else. The only other interest apart from himself is his hoverboard which he is rather quite good at.

Manner: Arrogant, vain, selfish, self-centered, egotistical and quite unbearable at times.

STORY SEEDS FOR KARKSON

THE RETURN OF THE VAXIO: The old Earth colonist town of New Caton, on the planet Walbrean in 4149CE, is a thriving and prosperous community. It has a major town centre with various shops and this spirals out to a several housing estates. These housing estates have plenty of lush green land surrounding it. Easy to grow fruits and vegetables. Each small estate usually has several smaller shops and various drinking establishments.

The TARDIS will land on the outskirts of one of these suburban estates. The Time Lord and his companions will see a man walking towards them down the middle of the road - he is swaying as if intoxicated, a lorry will hit the man knocking him to the floor and killing him.

The Time Lord and companions will noticed that the man is covered in blue boils. An ambulance and the Sheriff will turn up. On investigating they will be informed that this is the seventh this week and that they have all died before being medically examined. The Sheriffs only clue is that they have all frequented the local tavern : Pele's Place.

The TARDIS crew will obviously decide that this is the next place to visit, on arriving several screams are heard. The PCs will see two women screaming at a man who has collapsed - he has blue boils on his face. The Sheriff who has followed in his car decides to take the man to the hospital. The Time Lord realizes that the hospital will not be able to cope so will decide to take the man to the TARDIS medical bay. The companions will remain back at Pele's Place.

The companions will find out that the owner of Pele's Place is in fact in league with the Mayor of New Caton and has been selling drugs to the youth. At first the drugs give a chemical high and then a virus infects the blood.

While examining the man the Doctor will realize the cause of the infection is a narcotic but one not of that should be known on Walbrean. The Sheriff will get a call from the Mayor of New Caton. The Vaxio have landed and demanding rights to the town in their war with the Hefti and in return will give an antidote to the blue boil virus.

The Time Lord will have already worked this out and that the anti-virus will be lethal to the Vaxio. The Vaxio leave. The companions will inform the Sheriff of the Landlord and the Mayor and he will take them under custody.

The Doctor and companions return to the TARDIS - they have to get the cured man up and out of the TARDIS but when they enter the medical bay, he has already gone. The Doctor sets the TARDIS into flight.

Story : 2 - (whatever is next in your campaign)

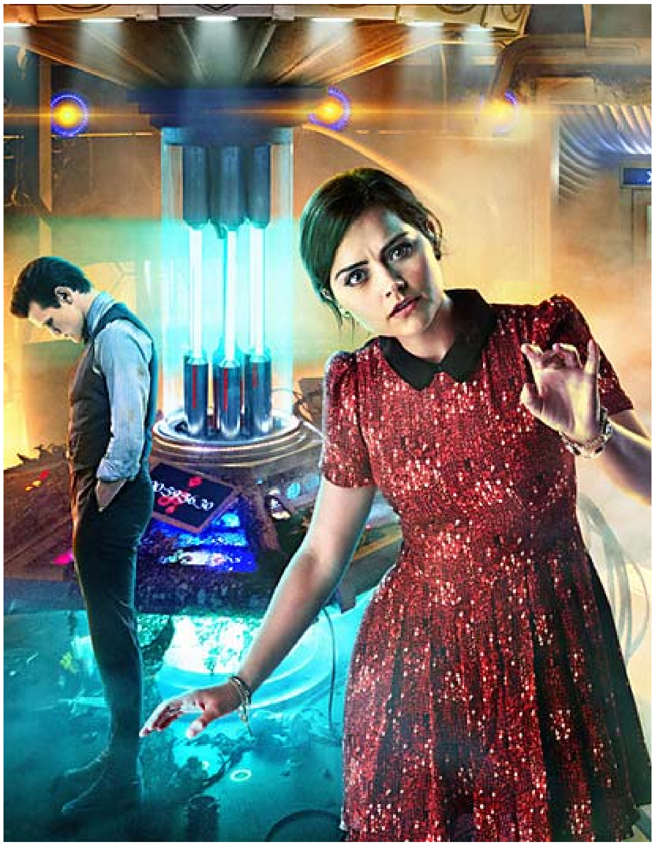
Story : 3 - (whatever is next in your campaign) But...

...at the beginning of story 3 - The TARDIS has landed, the Doctor and his companions are just about to leave when a man stumbles into the console room from one of the corridors - its Karkson, he runs past them and out of the TARDIS.

SKATE OR DIE: Landing on a planet where sports are taken seriously, Karkson with his cocky attitude decides to enter into a hover board competition. He quickly signs paperwork to be able to enter. It turns out that thefine print of the paperwork details the fact that if he loses the competition he forfeits his personal property (hover board, clothing, etc.) and becomes an indentured servant to the winner. The winningest athletes on the planet have large contingents of indentured servants who live in utter poverty and must assist them until a time that their debt is paid (either 10 years elapses, or someone buys them out of the debt). The crew have to both save Karkson from his servitude but also find a way to restructure the balance of justice on the planet.

POLAR PLUNGE: The TARDIS lands in Antarctica during Sir Ernest Shakleton's Imperial Trans-Antarctic expedition in late September of 1915. The ice flows around Shakleton's ship, the Endurance, freeze over and trap the ship. As is the case, the ice crushes in and strands the 28 members of the expedition as well as their dogs. The crew discover the crushing of the ice as the ship begins to splinter. As this happens, the Shakleton's team discover the characters. With the splintering of the ship, this marks a moment when the crew's concern makes them want to blame the new people for arriving at that exact moment (add to this that the planet is currently embroiled in World War I, and suspicions that the TARDIS crew are spies abound). As expedition leader Ernest Shakleton and the ship's Captain F. Worsley, try to sort out the situation, some of the crew get angry and might even throw some of the characters into the freezing Antarctic waters until they reveal why they are there. The characters have to convince the crew they are not spies, and help them prepare to salvage their ship so that they may survive their unfortunate circumstances. They must also leave without attracting too much attention. As history will prove, the team have years of hardship ahead, and are all only rescued in 1917 due to Shakleton's personal efforts. [http://en.wikipedia.org/wiki/Imperial_Trans-Antarctic_Expedition]

GAME MASTERING TIPS: **CAMEO APPEARANCES**



THE DOCTOR AND CLARA MIGHT MAKE A CAMEO

One way to get the feel of *Doctor Who* in any RPG campaign is for the characters themselves to encounter established characters that exist within the greater *Doctor Who* universe themselves. If one's game features the Doctor and his companions, most of the time the players are already in the mindset that helps them establish that their game is part of the Whoniverse. But a lot of *Doctor Who* games feature original characters, alternate Time Lords, or UNIT/Torchwood teams that are not tied directly to the Doctor and his experiences. These games that are set in the world of *Doctor Who* are often just as, if not more, exciting as there are no limits to characterization and experiences. No matter what style of campaign one is running, one of the fun things that a Game Master can include in a game is the appearance of a well-known *Doctor Who* character which allows the game to be tied directly to the world seen in the series.

Tying a game to the Whoniverse is often accomplished by presenting the same villains or monsters, such as the Daleks, that the Doctor encounters in the game. Almost always this is the primary means of setting the stage But another way to introduce the feel and connection of the setting is by having established characters make a cameo appearance in an adventure and be a non-player character. This simple connection to what the players may know from watching the series will connect them to the game and its setting, as well as bringing joy and novelty to the adventure being played.

A cameo can be a quick introduction and encounter, or an extended one featuring the character as a main point in an adventure. As a quick introduction, the Game Master can work in a character that one might not expect to see at a certain circumstance. For example, the TARDIS lands in London, Earth in 2004 and the players go to shop. Just as they are about to ask one of the clerks a questions, the blonde female shop girl excuses herself and tells the other clerk, "Can you help these customers? I need to head off to lunch to meet Mickey." It might take a moment, but player might suddenly realize that they are in Henrik's department store and that they just saw Rose Tyler at the shop! This sort of encounter adds flavor to a setting. Granted the GM must be sure to keep the player's own knowledge in check so that that they do not metagame and take actions because they know something that their characters would not.

Another style of cameo appearance can be more involved. Working a character into a story so that they are a main feature in the plot that is occurring. In the adventure module called "Glitz and Dibber's Runaway Bomb" (featured in DDWRPG Issue #18) three characters are introduced in the adventure that play a part in the main thread of the adventure that takes place aboard the Terminus space station: Glitz, Dibber, and the Doctor's former companion Nyssa. While the players would surely know who these people are from the TV series, their characters

POINTS TO CONSIDER

The following are some items that GMs should consider when playing in a campaign:

- When having an established character make a cameo appearance, **be sure they act in character** unless the change in persona is part of the plot.
- A GM should be sure to **take into account the cameo character's past history and characterization** and stick to this within the context of the adventure presented. This is so that the players understand that this is in fact the same character in all ways. Changes to this will confound or anger players.
- Game Masters need to remember that **Metagaming should be avoided.** Players should not add their own knowledge of the cameo character's history or personality to what their own player characters knows.
- If a gadget or item is a part of that character's persona, **be sure to include the character's gadget** and feature it in an appropriate way.

(continued next page)

DOCTOR WHO AS A SERIES USES CAMEOS TOO - SUCH AS SARAH JANE IN "SCHOOL REUNION"

ROSE'S RETURN IN "PARTNERS IN CRIME" WAS UNEXPECTED

IN "THE NAME OF THE DOCTOR" EVEN THE DOCTOR MADE UNEXPECTED CAMEOS

CYBERMAN HELMET IN VAN STAATEN'S MUSEUM IN "DALEK"

"THE STOLEN EARTH" HAD MULTIPLE CAMEOS

would not and by playing an adventure that features them it ties them directly into the universe that they are adventuring in. Another example of this sort of appearance would be the story "Mawdryn Undead" and the Doctor's one-shot encounter with Brigadier Lethbridge-Stewart, or even Sarah Jane Smiths appearance in "School Reunion".

One main way of having such an encounter that features a primary cameo allowing a tie to the series is for the players to encounter that Doctor and his companion from the series directly (assuming that the player characters are not the Doctor, though this can work without a problem in a "multiple Doctor" scenario as well). Often when this happens, it is best for the players to have to rescue the Doctor and solve the adventure on their own. After years of convention scenarios we have discovered that once the Doctor is in play, the players often simply wait to follow the titular Time Lord's lead. This needs to be avoided or it bogs down game play. Rescuing the Doctor at the height of an adventure and allowing him to escape is one way that it allows the player characters to be heroes and to avoid the overbearing presence of the Doctor himself.

In the same vein of individual characters, organizations can make cameos too such as UNIT or Torchwood with a new and unique set of characters that are not tied to the show. Or, as with the example of the Brigadier established characters can feature if appropriate as well. By featuring UNIT in an earthbound story the players will concretely know that they are in the setting of the TV series. Creative Game Masters will use

(continued from previous page)

- **A cameo can be a person, a place, or even a thing.** It is not limited to only characters.
- **It is the unexpectedness of a cameo that makes it interesting,** so do not make every instance obvious or explain it in detail (until after the adventure module if needed). Surprises make games more fun.
- As a campaign unfolds **do not force cameos into the storyline.** Include them for a bit of flavor and fun not always as an important plot point.
- **Include cameos from the player's own past adventures**, not just references from the *Doctor Who* TV series, but also references from original material experienced during the course of the campaign.
- **A GM should not dwell on a cameo or a reference.** If the players miss it, move on and then explain it after the game is over.
- **Explain cameo references to all the players at the end of the adventure.** No one likes to be left out, and it may alienate players if they feel they have missed or been excluded from an inside joke.
- If tying a cameo in to the *Doctor Who* TV series **be sure to stick with continuity** and make everything fit together properly.
- **Keep track of these cameos** in a notebook or other way of tracking events. Reusing references without realizing it can be confusing to players and lead them in wrong directions.
- **Make some cameos obvious, and make others very remote.** If they are all the same they become predictable and uninteresting, Mix things up and enjoy the different levels of engagement.

DALEK-
PLANET SHARD

A DALEK CAMEO IN “THE SPACE MUSEUM

A MUTT IN “THE BRAIN OF MORBIUS”

BAD WOLF APPEARED NUMEROUS TIMES

A WIRRN IN “THE STONES OF BLOOD”

JAMIE AND ZOE (AND OTHERS) APPEARED IN “THE FIVE DOCTORS”

more obscure *Doctor Who* references to accomplish the same feeling, such as using the Special Space Service (SSS) seen in “Mission to the Unknown” and “The Dalek’s Master Plan”.

Locations can make cameos as well. Having the player’s TARDIS land on a planet known from the show in a different era or under different circumstances is one way to accomplish this. Perhaps landing on the Mondas years before the people of the planet decided to convert themselves to Cybermen. Maybe finding themselves at the Platform One space station years after the events of “The End of the World” might be a nostalgic event for the players. These sort of location cameos can also be self-referential to the campaign itself. After a set of characters has come and then eventually left the TARDIS a GM may wish to return to a location that a previous set of TARDIS travelers once visited.

Creative Game Masters can sometimes think outside of the box when it comes to helping set the game in the *Doctor Who* universe. For example, some cameos can be objects instead of people or places. Consider the inclusion of a police box that happens to be at a given location such as an intergalactic peace conference (this might be the TARDIS itself as the Doctor and company are solving their own adventure at the same time that the player characters solve another). Landing on Earth, the players might find themselves in the 1970s simply walking past the yellow roadster named Bessie which is parked on the street. There does not need to be an explanation for why it is there other than it is a nod to the existing series and connects the game campaign to it. The excitement that the player may feel when they realize that they have found a booklet of psychic paper that they might use and add to their equipment list is enough for them to feel connected to the series.

It must also be considered that

CLARA UNEXPECTEDLY DOES A CAMEO BEFORE ANYONE KNOWS WHO SHE IS IN “ASYLUM OF THE DALEKS”

A HOLOGRAM OF MARTHA (AND OTHERS) SHOW UP UNEXPECTEDLY IN “LET’S KILL HITLER”

A FALSE ADRIC IN “TIME FLIGHT”

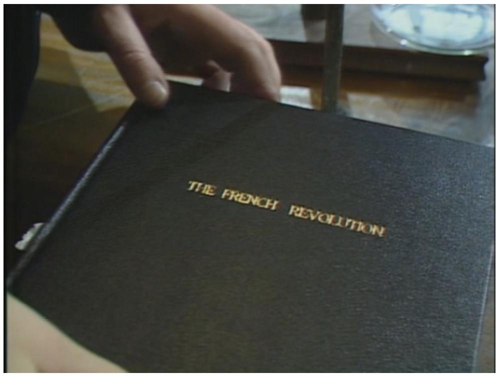
LIZ 10 IN “THE PANDORICA OPENS”

CHARLES DICKENSON REAPPEARS IN “THE WEDDING OF RIVER SONG”

AN ORGON IN THE SCOPE IN “CARNIVAL OF MONSTERS”

THE FIRST DOCTOR MAKES A CAMEO APPEARANCE ON THE ELEVENTH DOCTOR’S LIBRARY CARD IN “VAMPIRES OF VENICE”

AFFECTED BY THE KELLER MACHINE, THE DOCTOR SAW CAMEOS OF A ZARBI, AN ICE WARRIOR, AND EVEN A WAR MACHINE IN “MIND OF EVIL”



IN “REMEMBRANCE OF THE DALKES” ACE FINDS THE SAME BOOK THAT SUSAN READ IN “AN UNEARTHLY CHILD”

some cameos might be fleeting and not a major part of any element of the encounter. For example when walking through an alleyway which has some graffiti written on its walls, the players might see “Bad Wolf” included amid the writing. Or perhaps flipping channels on a video feed the player might hear a snippet of a news report on what is happening to the Face of Boe’s children. These sort of tiny references go a long way in helping create a setting and connecting the players to the world of the series.

The primary goal of cameo appearances is to enhance the enjoyment of the game, while also helping connect the players to the world that they inhabit. This added connection, especially in a role-playing game, helps the players get the feeling and tone of the setting and will also indirectly help establish a set of expectations on how they are supposed to proceed in their investigations within the adventure module they are playing. By the GM including small cameos that connect the game to the series, it will help the players understand and relate how the game should be played and what they might expect. This is generally important to creating the overall tone in a campaign.

Cameos can also create an “Ah Ha” moment for certain players who decipher or discover the reference and share it with the others at the table. This feeling of being clued in to an inside joke goes father than one might think in helping establish camaraderie and cohesion at the game table. It becomes a way for everyone to share an inside joke or reference, but GMs need to be sure to clue in all the players as to the reference or some players may feel alienated.

Cameo appearances are one of the tricks that Game Masters can keep up their sleeves in order to help enhance their setting and engage their players in the game.

AN UNEXPECTED PICTURE OF THE 3rd DOCTOR IN “TIMELASH”

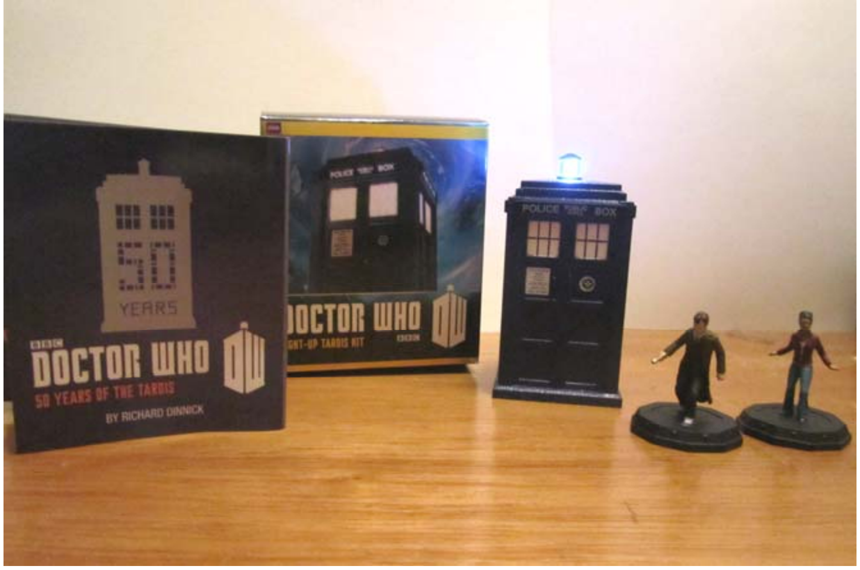
MIKE YATES RETURNED TO CLEAR HIS REPUTATION IN “PLANET OF THE SPIDERS”

THE DOCTOR’S YELLOW ROADSTER BESSIE RETURNED IN “BATTLEFIELD”

THE BRIGADIER’S SURPRISE RE-APPEARANCE IN THE STORY “MAWDRYN UNDEAD”

DOCTOR WHO LIGHT UP TARDIS KIT

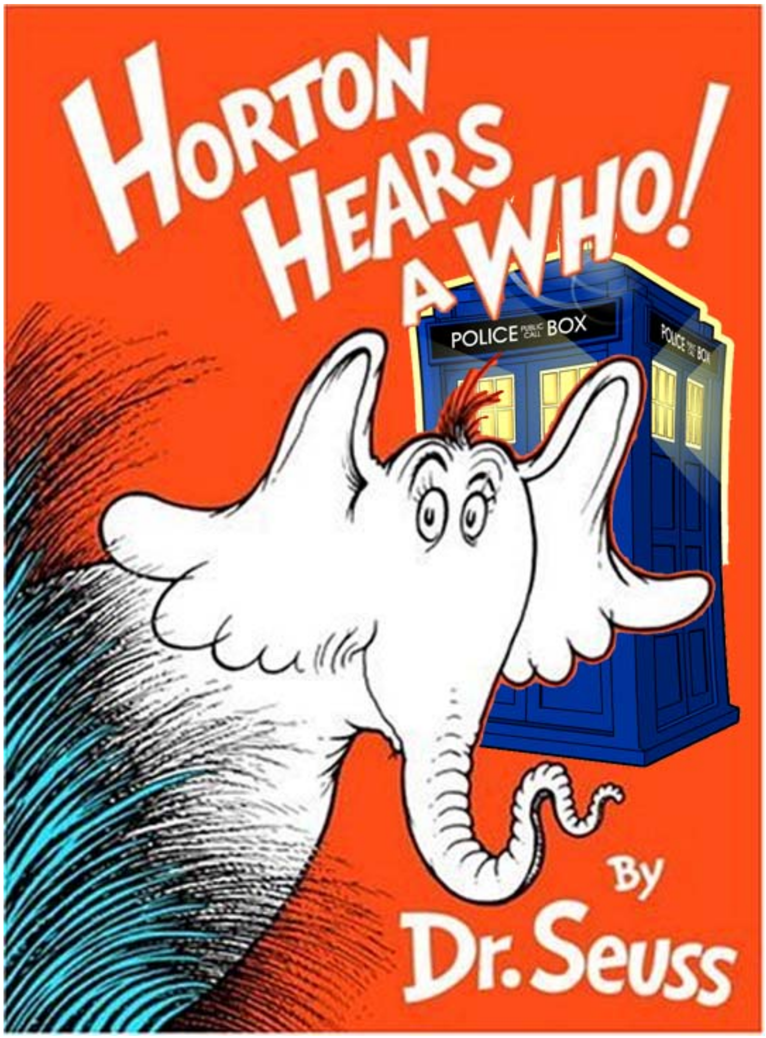
One small easy to grab item that is being found in bookstores such as Barnes & Noble recently are small boxed kits. These small kits are usually found along side the checkout lane and feature pop culture items to assemble, such as the Harry Potter time turner sticker kit. It was just a matter of time before these simple grab-and-go mini kits included *Doctor Who*. At our local Barnes & Noble store we found two sets made by the Running Press company. One is a Dalek Figurine. The other is a Light-Up TARDIS Kit. It was the TARDIS kit that will be of interest to gamers (as the Dalek set simply holds a large 2 inch figure). Inside the kit is a TARDIS which has a switch on the bottom where one can turn on the light at the top. However, to call the TARDIS set a kit, though it is labeled as such, is untrue as there is nothing to assemble. But the TARDIS itself is sculpted very well, and turns out to be almost the exact size needed for 25-28mm role-playing figures. At a simple price point of $9.95 each, this is an excellent deal. A small information booklet on the TARDIS is also included. Do not wait, these are great and perfect for gaming!



50 YEARS
BBC
DOCTOR WHO
50 YEARS OF THE TARDIS
BY RICHARD DINNICK
DOCTOR WHO
LIGHT-UP TARDIS KIT
POLICE BOX

THE BOOKLET, THE BOX, THE LIGHT UP TARDIS
(Micro Universe Doctor and Martha are not included but shown for scale)

XUE WHO by Jeff Miller



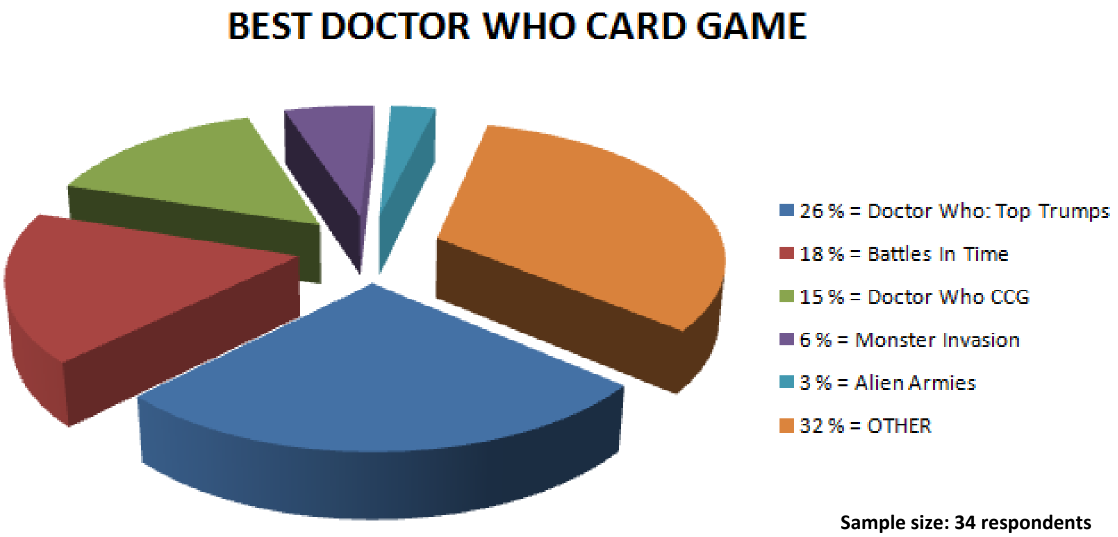
HORTON HEARS A WHO!
POLICE PUBLIC CALL BOX
By
Dr. Seuss

GAMER POLL: BEST DOCTOR WHO CARD GAME

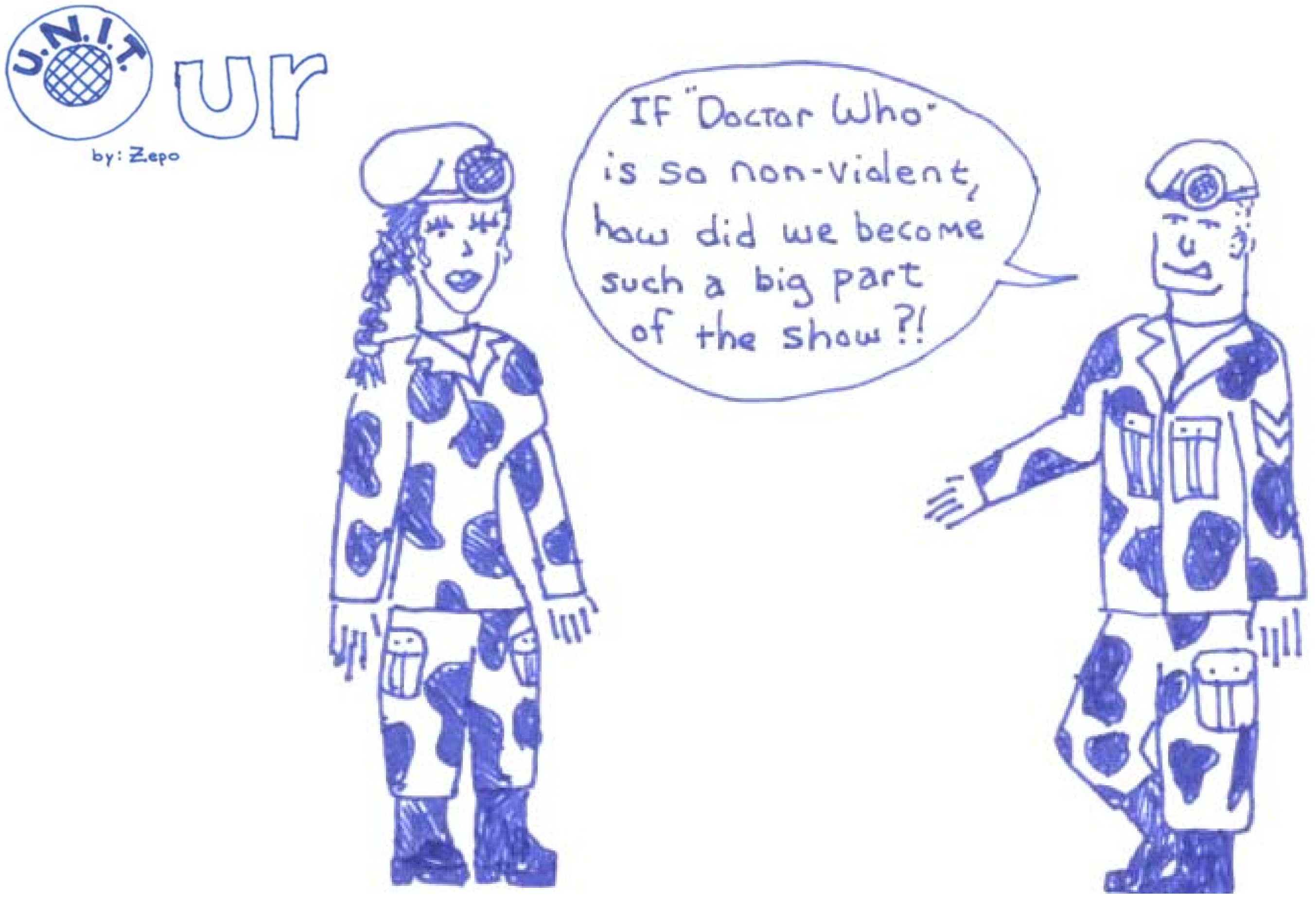
We took our poll online to the Gallifrey Base forum and surveyed the readers by asking them “What is the Best Doctor Who Card Game?” Coming in first place was the *Doctor Who* version of the *Top Trumps* game that was released from 2006-2011. In second was the MMG produced *Doctor Who Collectable Card Game* that was released in 1996. This *Magic: The Gathering* style game garnered 18% of the votes. A strong third place was secured by the *Battles in Time* card game which was produced from 2005-2009. The currently available game *Monster Invasion* (which was first released in 2010) got 6% of the votes, with the 2009 game *Alien Armies* also making the cut by securing a vote.

32% of the vote went to the category of “OTHER” which included unofficial and fan created games, and others (such as the *Unofficial Doctor Who Collectable Card Game*), however, the category was added by a moderator which was not supposed to have been done as all categories were supposed to feature commercial offerings only.

It is also important to note that this poll’s data was collected and aggregated before the release of the Cubicle 7’s *Doctor Who the Card Game.* This might suggest another similar poll should conducted again in the future.



Sample size: 34 respondents


U.N.I.T. ur
by: Zepo
IF "Doctor Who" is so non-violent, how did we become such a big part of the show?!

DDWRPG

DIARY OF THE DOCTOR WHO ROLE-PLAYING GAMES

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